

Lab Report: 02

Report Name: Programming with Python

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Experiment No: 02

Experiment Name: Programming with Python

Objectives:

Understand how python function works

- > Understand the use of global and local variables
- > Understand how python modules works
- Learning the basis of networking programing with python

Theory:

Python functions: Functions are reusable pieces of programs. They allow you to give a name to a block of statements, allowing you to run that block using the specified name anywhere in the program and any number of times. This is known as calling the function.

Local Variables: Variables declared inside a function definition are not related in any way to other variables with the same names used outside the function (variable names are local to the function). This is called the scope of the variable. All variables have the scope of the block they are declared in starting from the point of definition of the name.

The global statement: Variables defined at the top level of the program are intended global. Global variables are intended to be used in any functions or classes). Global statement allows defining global variables inside functions as well. **Modules:** Modules allow reusing a number of functions in other programs.

Methodology:

Defining functions: Functions are defined using the def keyword.

def xx yy(variable1, variable2):

Defining local and global variables: Local and global variables can be defined using:

x = 50 #local global x

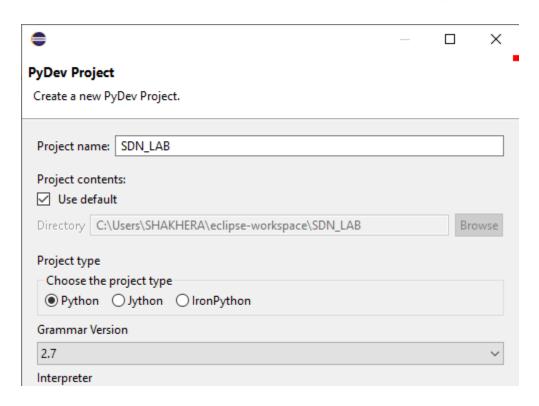
Defining modules: There are various methods of writing modules, but the simplest way is to create a file with a .py extension that contains functions and variables.

Using modules: A module can be imported by another program to make use of its functionality.

import xx_yy

Exercises:

Exercise 4.1.1: Create a python project using with SDN_LAB



Exercise 4.1.2: Python function (save as function.py)

Does the function need any parameter? Answer:

This function need not any parameter.

Exercise 4.1.3: Python function (save as function_2.py)

```
function P
             2 Created on Jan 13, 2021
  3
  4 @author: SHAKHERA
  5
  6⊖ def print_max(a, b):
  7
        if a>b:
            print(a, 'is maximum')
 8
 9
        elif a==b:
           print(a, 'is equal to', b)
 10
 11
        else:
 12
       print(b, 'is maximum')
 13 if __name__ == '__main__ ':
       pass
 14
        print_max(3, 4) # directly pass literal values
 15
 16
        y = 7 # pass variables as arguments
 17
 18
        print_max(x, y)
                                                        ■ × ¾ % 🖷 🔒 🔝
■ Console X Pu PyUnit
<terminated> function_2.py [C:\Users\SHAKHERA\AppData\Local\Programs\Python\Python39\python.exe]
4 is maximum
7 is maximum
```

Does the function need any parameter? Answer:

Yes, this function need parameter.

Exercise 4.1.4: Local variable (save as function_local.py)

```
function_2
                             p function
  19 '''
  2 Created on Jan 13, 2021
  4 @author: SHAKHERA
  5 '''
  6 x = 50
  7 \ominus def func(x):
       print('x ix', x)
  9
        x = 2
       print('changed Local x to', x)
 10
 11 if __name__ == '__main__ ':
         func(x)
 12
         print('x is still', x)
 13
📃 Console 🛭 🛭 PyUnit
<terminated> function_local.py [C:\Users\SHAKHERA\AppData\Local\Programs\Python\Python39\python.exe]
x ix 50
changed Local x to 2
x is still 50
```

Which is the final value of variable x? Why variable x does not change to 2? Answer:

The final value of variable x is 50.

Variables that are defined inside a function body is called local variable, and can only be used inside the function.

In the above program, we define x as a local variable. That's why inside the func() function x is print by 2 but outside the function body x print by 50.

Exercise 4.1.5: Global variable (save as function_global.py)

```
p function_local
                 19 '''
  2 Created on Jan 13, 2021
  4 @author: SHAKHERA
  5
  6 x = 50
  7⊖ def func():
 8 global x
        print('x ix', x)
 9
 10
        x = 2
 11
       print('changed Global x to', x)
 12 if __name__ == '__main__ ':
       func()
 13
       print('Value of x is', x)
■ Console ※
<terminated> function_global,py [C:\Users\SHAKHERA\AppData\Local\Programs\Python\Python39\python.exe]
changed Global x to 2
Value of x is 2
```

Which is the final value of variable x? Why variable x change this time? Answer:

The final value of variable x is 2.

In the above program, we define x as a global keyword inside the func() function. When, the value of x is changed by 2, i.e. x = 2. After that, we call the func() function. Finally, we print the global variable x.

As we can see, change also occurred on the global outside the function, x=2.

Exercise 4.1.6: Python modules

```
p mymodule 
p module_demo

p *module_demo_2

10 '''

2 Created on Jan 13, 2021

3

4 @author: SHAKHERA

5 '''

60 def say_hi():
    print('Hi, this is mymodule speaking.')

8 __version__ = '0.1'
    import mymodule

10 if __name__ == '__main__':
    mymodule.say_hi()

12    print('Version', mymodule.__version__)
```

```
p mymodule
               P module_demo 🛭 P module_demo_2
  19 '''
  2 Created on Jan 13, 2021
  4 @author: SHAKHERA
  6 import mymodule
  7
  8 if __name__ == '__main__':
  9
        mymodule.say_hi()
 10 print('Version', mymodule. version )
Console X Pu PyUnit
                                                            🗶 🗞 🗞 🔚 🔒 🔝 🕪
<terminated> module_demo.py [C:\Users\SHAKHERA\AppData\Local\Programs\Python\Python39\python.exe]
Hi, this is mymodule speaking.
Version 0.1
```

Which is the role of import?

Answer:

Python code in one module gains access to the code in another module by the process of importing it. The import statement is the most common way of invoking the import machinery, but it is not the only way.

Import is a keyword. Import keyword is used to import built-in and user-defined packages into your.

- The import keyword finds and loads a package, a sub-package or a module if they are found in the system using the import mechanism.
- Once a module is loaded, the name of the imported module is introduced in the current scope where the import statement is executed.
- Which name gets introduced name of the actual module or the top-level module...depends on how the import statement is used.

```
mymodule
              module_demo
                               🖻 module_demo_2 🛭
 19 '''
  2 Created on Jan 13, 2021
    @author: SHAKHERA
 6 from mymodule import say_hi, version_
  7
 8 if __name__ == '__main__ ':
 9
        say hi()
 10 print('Version', version )
                                                       Console X Pu PyUnit
<terminated> module_demo_2.py [C:\Users\SHAKHERA\AppData\Local\Programs\Python\Python39\python.exe]
Hi, this is mymodule speaking.
Version 0.1
```

Which is the role of from, import?

Answer:

- While the import command is very straightforward it lacks efficiency. In many scenarios you may need only a small portion of the module. To solve this the **from** keyword is born.
- When a Python module is imported using the keywords import and from, the given module is imported and the given name of the module is bound to the current scope regardless of whether it is a top level module or not.

Exercise 4.2.1: Printing your machine's name and IPv4 address

```
P local_machine_info □
  19 '''
  2 Created on Jan 14, 2021
  4 @author: SHAKHERA
  6 import socket
  8⊖ def print machine info():
         host name = socket.gethostname()
  9
         ip address = socket.gethostbyname(host name)
 10
       print(" Host name: %s" % host_name)
 11
       print(" IP address: %s" % ip_address)
 13 if __name__ == '__main__ ':
 14 print machine info()
■ Console ※
<terminated> local_machine_info.py [C:\Users\SHAKHERA\AppData\Local\Programs\Python\Python39\python.exe]
 Host name: DESKTOP-NQTK2UM
  IP address: 192.168.56.1
```

Which module the program uses? Provide two additional functions of socket? Answer:

There are many ways to find hostname and IP address of a local machine. Here is a simple method to find hostname and IP address using python code. Socket module is used in the above program.

Functions used:

- **gethostname():** The gethostname function retrieves the standard host name for the local computer
- **gethostbyname():** The gethostbyname function retrieves host information corresponding to a host name from a host database.

Exercise 4.2.2: Retrieving a remote machine's IP address

```
remote_machine_info 🔀
 19 '''
  2 Created on Jan 14, 2021
  4 @author: SHAKHERA
  5 '''
  6 import socket
  7
  8⊖ def get_remote_machine_info():
         remote host = 'www.python.org'
  9
 10 try:
             print("
                      Remote host name: %s" % remote_host)
 11
             print(" IP address: %s" %socket.gethostbyname(remote_host))
 12
 13
         except socket.error as err_msg:
 print("Error accessing %s: error number and detail %s" %(remote_host, err_msg))
if __name__ == '__main__':
         get_remote_machine_info()
 16
■ Console ※
<terminated> remote_machine_info.py [C:\Users\SHAKHERA\AppData\Local\Programs\Python\Python39\python.exe]
   Remote host name: www.python.org
   IP address: 151.101.8.223
```

Modify the code for getting the RMIT website info. Answer:

```
10 '''
 2 Created on Jan 15, 2021
 4 @author: SHAKHERA
 5
 6 import socket
 8⊝ def get_rmit_machine_info():
 9
      remote_host = 'www.rmit.edu.au'
 10
          11
 12
      except socket.error as err_msg:
 13
 print("Error accessing %s: error number and detail %s" %(remote_host, err_msg))
 15 if __name__ == '__main__ ':
      get_rmit_machine_info()
 <
■ Console 
<terminated> modify_remote_machine_info.py [C:\Users\SHAKHERA\AppData\Local\Programs\Python\Python39\python.exe]
  RMIT host name: www.rmit.edu.au
  IP address: 54.66.185.131
```

Exercise 4.2.3: Converting an IPv4 address to different formats

```
*ip4_address_conversion \( \times \)
 19 '''
  2 Created on Jan 14, 2021
  4 @author: SHAKHERA
  6⊖ import socket
  7 from binascii import hexlify
 10⊖ def convert ip4 address():
         for ip_addr in ['127.0.0.1', '192.168.0.1']:
 11
 12
             packed_ip_addr = socket.inet_aton(ip_addr)
             unpacked_ip_addr = socket.inet_ntoa(packed_ip_addr)
 13
             print(" IP Address: %s => Packed: %s, Unpacked: %s"
 15 % (ip_addr, hexlify(packed_ip_addr), unpacked_ip_addr))
 16
 17 if __name__ == '__main__ ':
 18 convert_ip4_address()
 <
■ Console XX
<terminated> ip4_address_conversion.py [C:\Users\SHAKHERA\AppData\Local\Programs\Python\Python39\python.exe]
  IP Address: 127.0.0.1 => Packed: b'7f000001', Unpacked: 127.0.0.1
  IP Address: 192.168.0.1 => Packed: b'c0a80001', Unpacked: 192.168.0.1
```

How binascii works?

Answer:

binascii means convert between binary and ASCII.

The binascii module contains a number of methods to convert between binary and various ASCII-encoded binary representations.

Exercise 4.2.4: Finding a service name, given the port and protocol

```
p ip4_address_conversion
                         p finding_server_name ⋈
 19 '''
  2 Created on Jan 14, 2021
 4 @author: SHAKHERA
 6 import socket
 7⊖ def find_service_name():
 8 protocolname = 'tcp'
 9
       for port in [80, 25]:
 10
            print ("Port: %s => service name: %s" %(port,
 11 socket.getservbyport(port, protocolname)))
     print ("Port: %s => service name: %s" %(53,
 13 socket.getservbyport(53, 'udp')))
 14
 15 if __name__ == '__main__':
       find service name()
 <
■ Console XX
<terminated> finding_server_name.py [C:\Users\SHAKHERA\AppData\Local\Programs\Python\Python39\python.exe]
Port: 80 => service name: http
Port: 53 => service name: domain
Port: 25 => service name: smtp
Port: 53 => service name: domain
```

Modify the code for getting complete the table:

Port	Protocol
21	
22	
110	

Answer:

```
finding_server_name
                      19 '''
  2 Created on Jan 14, 2021
  4 @author: SHAKHERA
  6 import socket
  7⊝ def find_protocol_name():
      protocolname = 'tcp
        for port in [21, 22, 110]:
 10 print ("Port: %s => Protocol name: %s" %(port,
 11 socket.getservbyport(port, protocolname)))
 13 if __name__ == '__main__ ':
       find_protocol_name()
 <
■ Console ※
<terminated> modified_finding_server_name.py [C:\Users\SHAKHERA\AppData\Local\Programs\Python\Python39\python.exe]
Port: 21 => Protocol name: ftp
Port: 22 => Protocol name: ssh
Port: 110 => Protocol name: pop3
```

Exercise 4.2.5: Setting and getting the default socket timeout

```
socket_timeout \( \times \)
  19 '''
  2 Created on Jan 14, 2021
  4 @author: SHAKHERA
  6 import socket
  7⊝ def test_socket_timeout():
     s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
  9
         print("Default socket timeout: %s" %s.gettimeout())
 10 s.settimeout(100)
         print("Current socket timeout: %s" %s.gettimeout())
 11
 12
 13 if __name__ == '__main__':
         test_socket_timeout()
■ Console ※
<terminated> socket_timeout.py [C:\Users\SHAKHERA\AppData\Local\Programs\Python\Python39\python.exe]
Default socket timeout: None
Current socket timeout: 100.0
```

Which is the role of socket timeout in real applications?

Answer:

Use **settimeout()** to change the **timeout** of a socket to a floating point value representing the number of seconds to block before deciding the socket is not ready for the operation, When the timeout expires, a timeout exception is raised.

Exercise 4.2.6: Writing a simple echo client/server application (Tip: Use port 9900)

Server code:

```
🖻 *echo_server 🛭 📔 echo_client
 2 Created on Jan 14, 2021
 4 @author: SHAKHERA
 6⊖ import socket
7 import sys
 8 import argparse
9 import codecs
 10 from codecs import encode, decode
 11 host = 'Localhost
 12 data_payload = 4096
 13 backlog = 5
 14⊖ def echo_server(port):
        """A simple echo server """ # Create a TCP socket
 15
       sock = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
 16
 17
        # Enable reuse address/port
        sock.setsockopt(socket.SOL_SOCKET, socket.SO_REUSEADDR, 1) # Bind the socket to the po
 19
        server address = (host, port)
 20
        print("Starting up echo server on %s port %s" %server_address)
        sock.bind(server_address) #Listen to clients, backlog argument specifies
        # the max no. of queued connections
 23
        sock.listen(backlog)
 24
        while True:
 25
             print("Waiting to receive message from client")
 26
            client, address = sock.accept()
 27
            data = client.recv(data_payload)
 28
            if data:
                 print("Data: %s" %data)
 29
 30
                 client.send(data)
 31
                 print("sent %s bytes back to %s" %(data, address)) # end connection
                 client.close()
 33 if __name__ == '__main__
 34
         parser = argparse.ArgumentParser(description='Socket Server Example')
 35
         parser.add argument('--port', action='store', dest="port", type=int, required=True)
 36
         given args = parser.parse args()
 37
        port = given args.port
 38
        echo_server(port)
 39
```

Client code:

```
P *echo_server
P *echo_client ⋈
  2 Created on Jan 14, 2021
 4 @author: SHAKHERA
 6⊖ import socket
7 import sys
 8 import argparse
 9 import codecs
♠ 10 from codecs import encode, decode
 11 host = 'Localhost
 12⊖ def echo_client(port):
 13 """A simple echo client """ # Create a TCP/IP socket
       sock = socket.socket(socket.AF_INET, socket.SOCK_STREAM) # connect the socket to the server
 15
       server_address = (host, port)
       print("Connecting to %s port %s" %server_address)
sock.connect(server_address) # Send data
 16
 17
       try: # Send data
           message = "Test message: SDN course examples"
 19
           print("Sending %s" % message)
sock.sendall(message.encode('utf_8')) # Look for the response
amount_received = 0
amount_expected = len(message)
while amount_received < amount_expected:</pre>
 20
 21
 22
 23
 24
 25
               data = sock.recv(16)
 26
                amount_received +=len(data)
      print("Received: **
except socket.erno as e:
 27
                print("Received: %s" % data)
 28
 29
          print("Socket error: %s" %str(e))
 30 except Exception as e:
 31
           print("Other exception: %s" %str(e))
 31 print
32 finally:
         print("Closing connection to the server")
sock.close()
 33
 35 if __name__ == '__main__
      parser = argparse.ArgumentParser(description='Socket Server Example')
         parser.add_argument('--port', action='store', dest="port", type=int, required=True)
 37
        given_args = parser.parse_args()
 38
       port = given_args.port
 40
        echo_client(port)(port)
```

What you need to do for running the program? Answer:

To understand python socket programming, we need to know about three interesting topics – **Socket Server**, **Socket Client** and **Socket**.

So, what is a server? Well, a server is a software that waits for client requests and serves or processes them accordingly.

On the other hand, a client is requester of this service. A client program request for some resources to the server and server responds to that request.

Which program you need to run first client of server?

Answer:

To use python socket connection, we need to import socket module. Then, sequentially we need to perform some task to establish connection between server and client. We can obtain host address by using socket. gethostname() function.

Explain how the program works?

Answer:

We have said earlier that a socket client requests for some resources to the socket server and the server responds to that request.

So we will design both server and client model so that each can communicate with them. The steps can be considered like this.

- i. Python socket server program executes at first and wait for any request
- ii. Python socket client program will initiate the conversation at first.
- iii. Then server program will response accordingly to client requests.
- iv. Client program will terminate if user enters "bye" message. Server program will also terminate when client program terminates, this is optional and we can keep server program running indefinitely or terminate with some specific command in client request.

What you need to do for communicating with another server in the classroom? Answer:

A network socket is an endpoint of a two-way communication link between two programs or processes - client and server in our case - which are running on the network. This can be on the same computer as well as on different systems which are connected via the network.

Both parties communicate with each other by writing to or reading from the network socket. The technical equivalent in reality is a telephone communication between two participants. The network socket represents the corresponding number of the telephone line, or a contract in case of cell phones

Questions

• Question 5.1: Explain in your own words which are the difference between functions and modules?

Answer:

Python Function:

A function is a block of organized, reusable code that is used to perform a single, related action. Functions provide better modularity for your application and a high degree of code reusing.

Python gives you many built-in functions like print(), etc. but you can also create your own functions. These functions are called user-defined functions

Python Module:

A module allows you to logically organize your Python code. Grouping related code into a module makes the code easier to understand and use. A module is a Python object with arbitrarily named attributes that you can bind and reference. Simply, a module is a file consisting of Python code. A module can define functions, classes and variables. A module can also include runnable code

or

In programming, function refers to a segment that groups code to perform a specific task.

A module is a software component or part of a program that contains one or more routines.

That means, functions are groups of code, and modules are groups of classes and functions

• Question 5.2: Explain in your own words when to use local and global variables?

Answer:

Local Variable: Local variable is defined as a type of variable declared within programming block or subroutines. It can only be used inside the subroutine or code block in which it is declared. The local variable exists until the block of the function is under execution. After that, it will be destroyed automatically.

Example:

```
public int add(){
int a =4;
int b=5;
return a+b;
}
```

Here, 'a' and 'b' are local variables

Global Variable: A global variable in the program is a variable defined outside the subroutine or function. It has a global scope means it holds its value throughout

the lifetime of the program. Hence, it can be accessed throughout the program by any function defined within the program, unless it is shadowed.

Example:

```
int a =4;
int b=5;
public int add(){
  return a+b;
}
Here, 'a' and 'b' are global variables.
```

• Question 5.3: Which is the role of sockets in computing networking? Are the sockets defined random or there is a rule?

Answer:

A socket uniquely identifies the endpoint of a communication link between two application ports.

A port represents an application process on a TCP/IP host, but the port number itself does not indicate the protocol being used: TCP, UDP, or IP. The application process might use the same port number for TCP or UDP protocols. To uniquely identify the destination of an IP packet arriving over the network, you have to extend the port principle with information about the protocol used and the IP address of the network interface; this information is called a socket. A socket has three parts: protocol, local-address, local-port

Question 5.4: Why is relevant to have the IPv4 address of remote server? Explain what is Domain Name System (DNS)? Answer:

The Domain Name System (DNS) is the phonebook of the Internet. Humans access information online through domain names, like nytimes.com or espn.com. Web browsers interact through Internet Protocol (IP) addresses. DNS translates domain names to IP addresses so browsers can load Internet resources Each device connected to the Internet has a unique IP address which other machines use to find the device. DNS servers eliminate the need for humans to memorize IP addresses such as 192.168.1.1 (in IPv4), or more complex newer alphanumeric IP addresses such as 2400:cb00:2048:1::c629:d7a2 (in IPv6)

• Question 5.5: Create a program that allows exchange messages increased by the user between client and server.

Answer:

Server code:

```
P *socket_server ⋈ P *socket_client
 10 '''
  2 Created on Jan 15, 2021
 4 @author: SHAKHERA
  6 import socket
  8⊖ def server_program():
        # get the hostname
 10
       host = socket.gethostname()
 11
       port = 8000 # initiate port no above 1024
 12
       server_socket = socket.socket() # get instance
 13
        # look closely. The bind() function takes tuple as argument
        server socket.bind((host, port)) # bind host address and port together
 15
 16
 17
        # configure how many client the server can listen simultaneously
       server_socket.listen(2)
 18
 19
       conn, address = server_socket.accept() # accept new connection
 20
       print("Connection from: " + str(address))
 21
       while True:
 22
            # receive data stream. it won't accept data packet greater than 1024 bytes
 23
            data = conn.recv(1024).decode()
 24
            if not data:
 25
                # if data is not received break
 26
                break
           print("from connected user: " + str(data))
 27
 28
            data = input(' -> ')
 29
            conn.send(data.encode()) # send data to the client
 30
 31
         conn.close() # close the connection
 33 if __name__ == '__main__ ':
 34
        server program()
 35
■ Console ※
socket_client.py [C:\Users\SHAKHERA\AppData\Local\Programs\Python\Python39\python.exe]
                        ....
```

Client code:

```
P socket_server
P socket_client ⋈
    Created on Jan 15, 2021
  4 @author: SHAKHERA
  6
  7 import socket
  8
  9
 10⊖ def client_program():
       host = socket.gethostname() # as both code is running on same pc
 11
 12 port = 8000 # socket server port number
 13
 14
        client socket = socket.socket() # instantiate
         client socket.connect((host, port)) # connect to the server
 15
         message = input(" -> ") # take input
 17
 18
         while message.lower().strip() != 'bye':
 19
 20
             client socket.send(message.encode()) # send message
 21
             data = client socket.recv(1024).decode() # receive response
 22
■ Console \( \times \)
socket_client.py [C:\Users\SHAKHERA\AppData\Local\Programs\Python\Python39\python.exe]
 -> hi
```

Discussion: Python plays an essential role in network programming. The standard library of Python has full support for network protocols, encoding, and decoding of data and other networking concepts, and it is simpler to write network programs in Python than that of C++. There are two levels of network service access in Python. These are:

- Low-Level Access
- High-Level Access

In the first case, programmers can use and access the basic socket support for the operating system using Python's libraries, and programmers can implement both connection-less and connection-oriented protocols for programming.

Application-level network protocols can also be accessed using high-level access provided by Python libraries. These protocols are HTTP, FTP, etc.

A socket is the end-point in a flow of communication between two programs or communication channels operating over a network. They are created using a set of programming requests called socket API (Application Programming Interface). Python's socket library offers classes for handling common transports as a generic interface.

Sockets use protocols for determining the connection type for port-to-port communication between client and server machines.