Department of Electrical and Computer Engineering

Computer Networks
ENCS3320

Project1

Prepared by:

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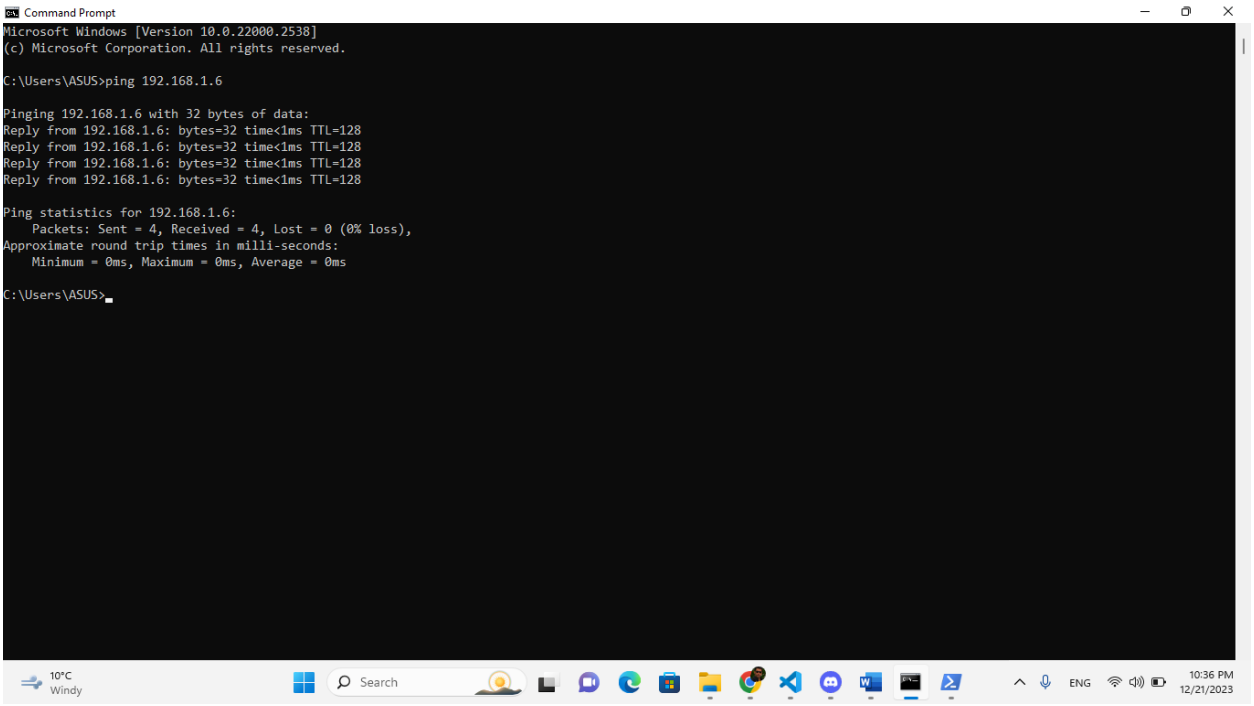
Part1:

1. In your own words, what are ping, tracert, nslookup, and telnet (write one sentence for each one)
   - Ping: ping is a small packet of data sent from one computer to another to check if the recipient is reachable and how long it takes for the data to travel back.
   - Tracert: tracert is a network diagnostic tool used to trace the route that packets take from a source device to a destination device or server on an IP network.
   - Nslookup: nslookup is a command-line tool used for querying Domain Name System (DNS) servers to obtain domain name or IP address mapping, DNS records, and other DNS-related information.
   - Telnet: telnet is a network protocol and a command-line tool that allows for bidirectional text communication between two devices over a network.

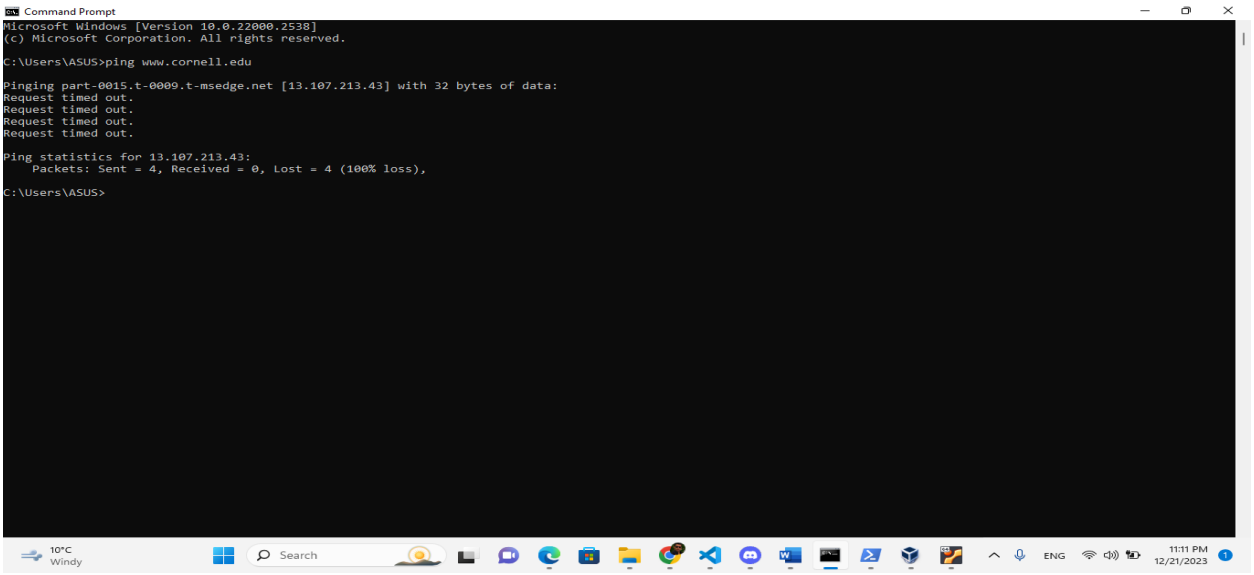
2. Make sure that your computer is connected to the internet and then run the following commands:

   1. Ping a device in the same network, e.g. from a laptop to a smartphone



Explanation of the output:
This command displays the results of each ICMP echo request. For each packet sent (four in this case), the output shows a reply from the specified IP address (192.168.1.6) along with the size of the data packet (32 bytes), the round trip time (time<1ms, indicating a response time of less than 1 millisecond), and the Time to Live (TTL) value, which is 128 in this case.

2. ping www.cornell.edu
    1) Using Command Prompt:



Explanation of the output:

The output shows that the ping attempts to the IP address 13.107.213.43 (associated with the domain www.cornell.edu) resulted in four consecutive timeouts. Each "Request timed out" message indicates that the ping packet did not receive a response within the expected time frame.

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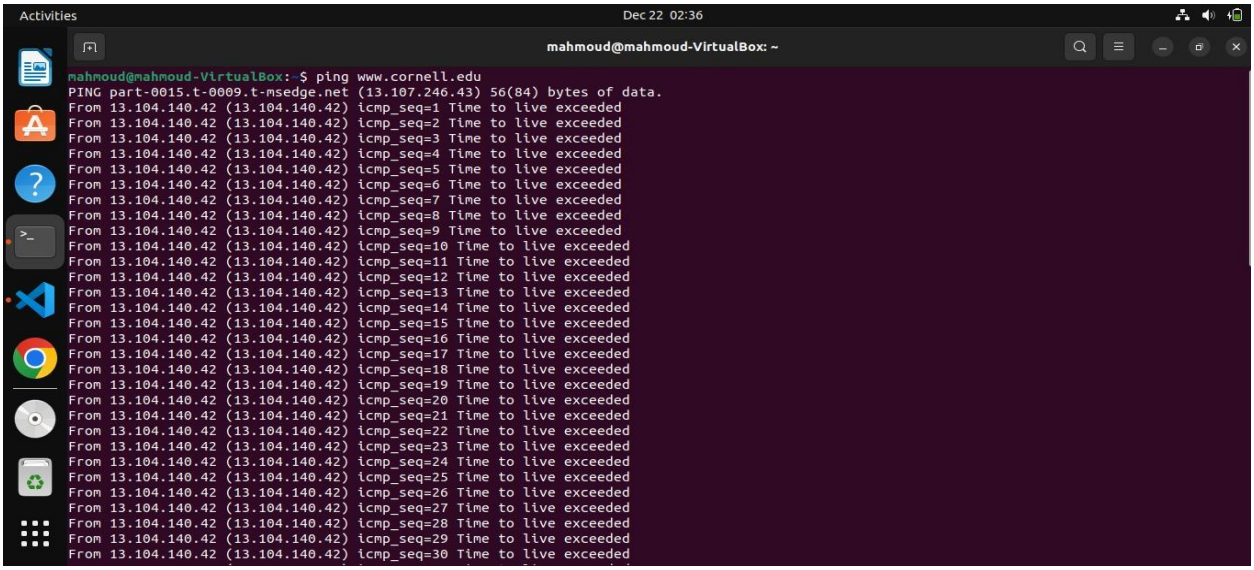
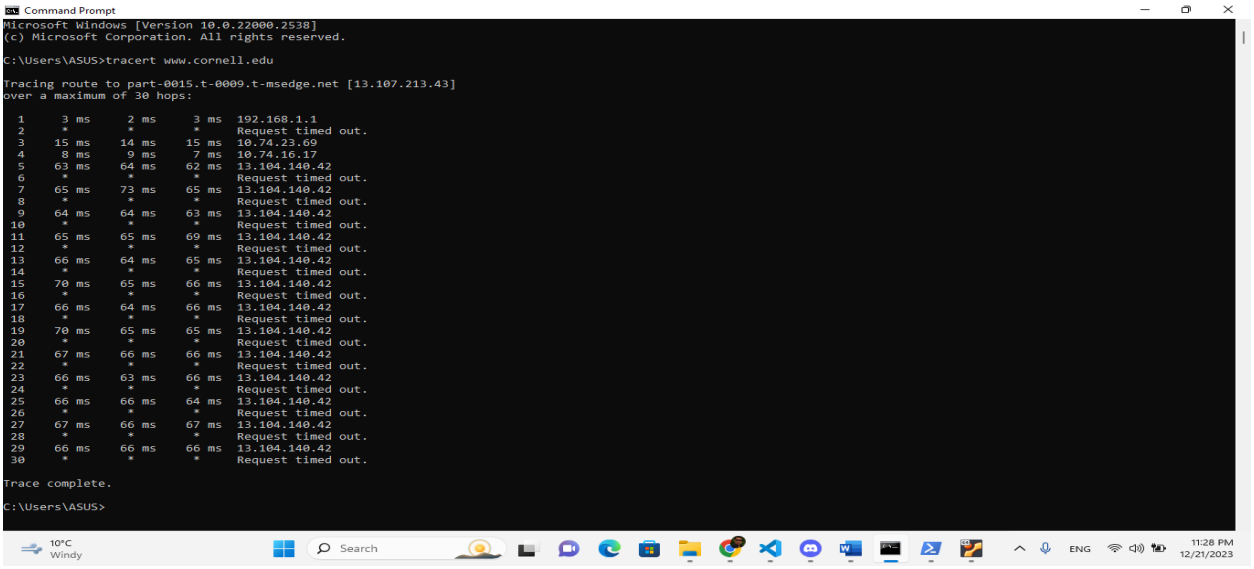
2) Using Linux:



Explanation of the output:

The subsequent lines show responses received from the IP address 13.104.140.42, indicating that the Time to Live (TTL) for the packets has been exceeded. This typically occurs when a packet traverses routers, and the TTL value reaches zero, preventing it from reaching the destination. The router then sends an ICMP Time to Live Exceeded message back to the source.

3. tracert www.cornell.edu



Explanation of the output:

The first step (hop) is quick and takes about 3 milliseconds to reach a place labeled as 192.168.1.1, which might be like the entrance gate to the internet.

The second step didn't respond, and we don't know what happened there.

The third step took about 15 milliseconds to reach another place with the address 10.74.23.69.

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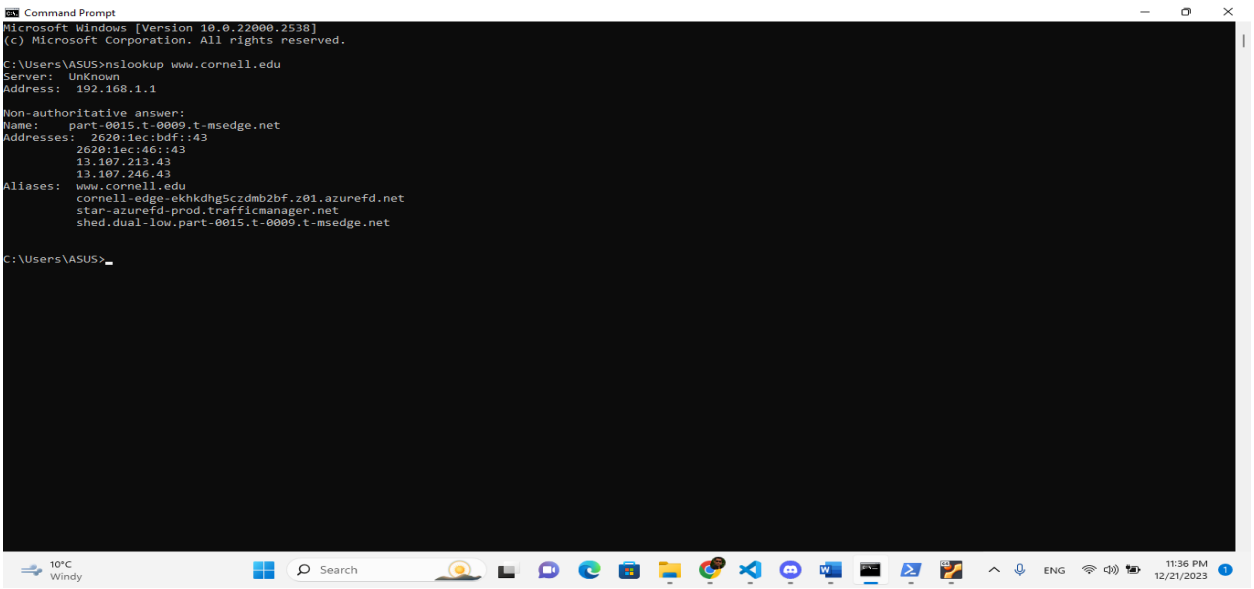
4. nslookup www.cornell.edu



Explanation of the output:

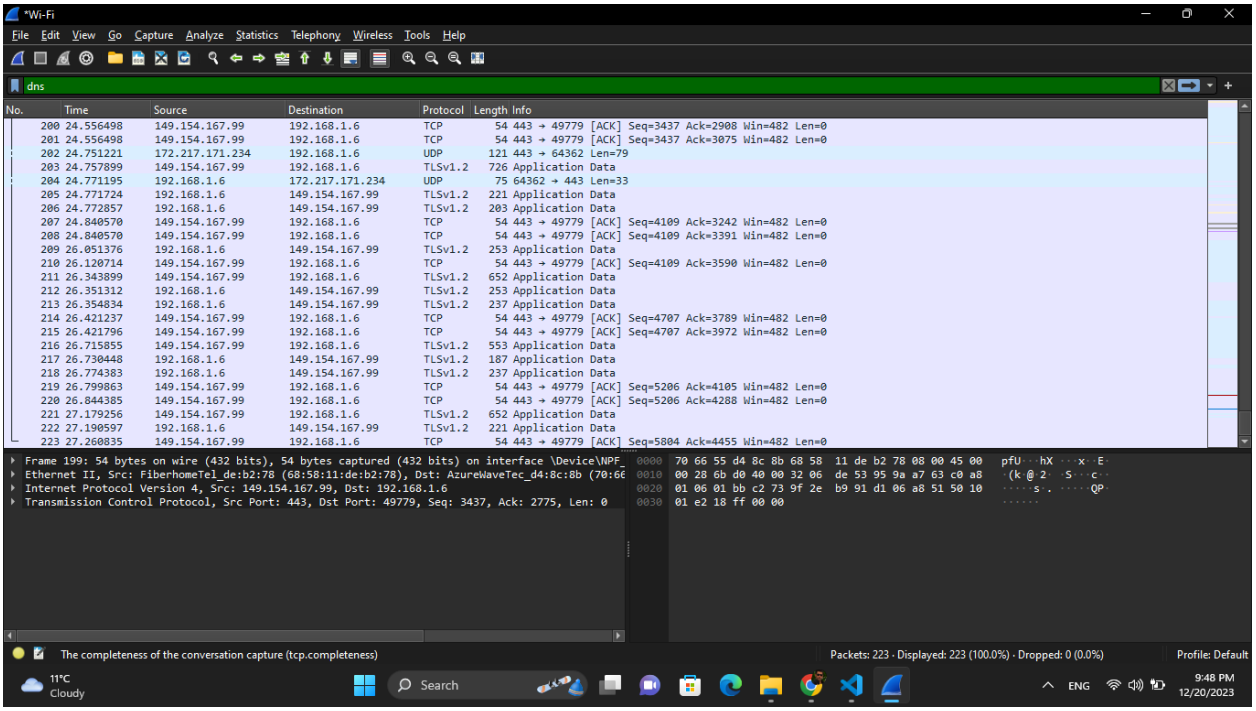
The website www.cornell.edu has other names like part-0015.t-0009.t-msedge.net.

It can be reached using different numbers (addresses) like 2620:1ec:bdf::43, 2620:1ec:46::43, 13.107.213.43, and 13.107.246.43.

The website has nicknames or aliases like www.cornell.edu.

It's associated with other names like cornell-edge-ekhkdhg5czdmb2bf.z01.azurefd.net and star-azurefd-prod.trafficmanager.net.

3. Use wireshark to capture some DNS messages.



Explanation of the output:
Wireshark Interface: Displays captured network packets with details like number, time, source, destination, protocol, length, and information.
Color-coded rows represent individual packets, allowing for easy identification and analysis.
TCP Details: The bottom section shows details of a specific Transmission Control Protocol (TCP) packet.
Taskbar Icons: Includes Wi-Fi signal strength and battery level indicators.

➢ From the ping results, do you think the response you have got is from USA? Explain your answer briefly.

- When you use the "ping" command to talk to a server, you're checking if it responds back. The response time is shown, but it doesn't tell you the exact route or where the server is. It just says if the server is reachable or not.
- If you want to know the path your data takes to reach a destination, you can use tools like "traceroute" or "tracert" on your computer. These tools reveal each stop (router) along the way, helping you see the route and possibly the location of each middle server.
- depending on the previous run of tracert:
  As you notice the time diffirance on 2 specific points:
  from **(7ms)** to **(62ms)**
  this is where the response transported through the ocean and went to **America**.
  hence, the response we got is from **USA.**

Part2:

- Using socket programming, implement TCP client and server applications in **python**. The server should listen on port 9955. The server waits for a message from a client. If the message is with one of the students ID **(1211773, 1222500, 1212677)**. the sever should do the following:

  1. display a message on the server side that the OS will lock screen after 10 seconds
  2. send a message to the client that the sever will lock screen after 10 seconds
  3. then wait 10 seconds
  4. then call a function lock the screen of the operating system windows.

Code:

---

1. Server Code:

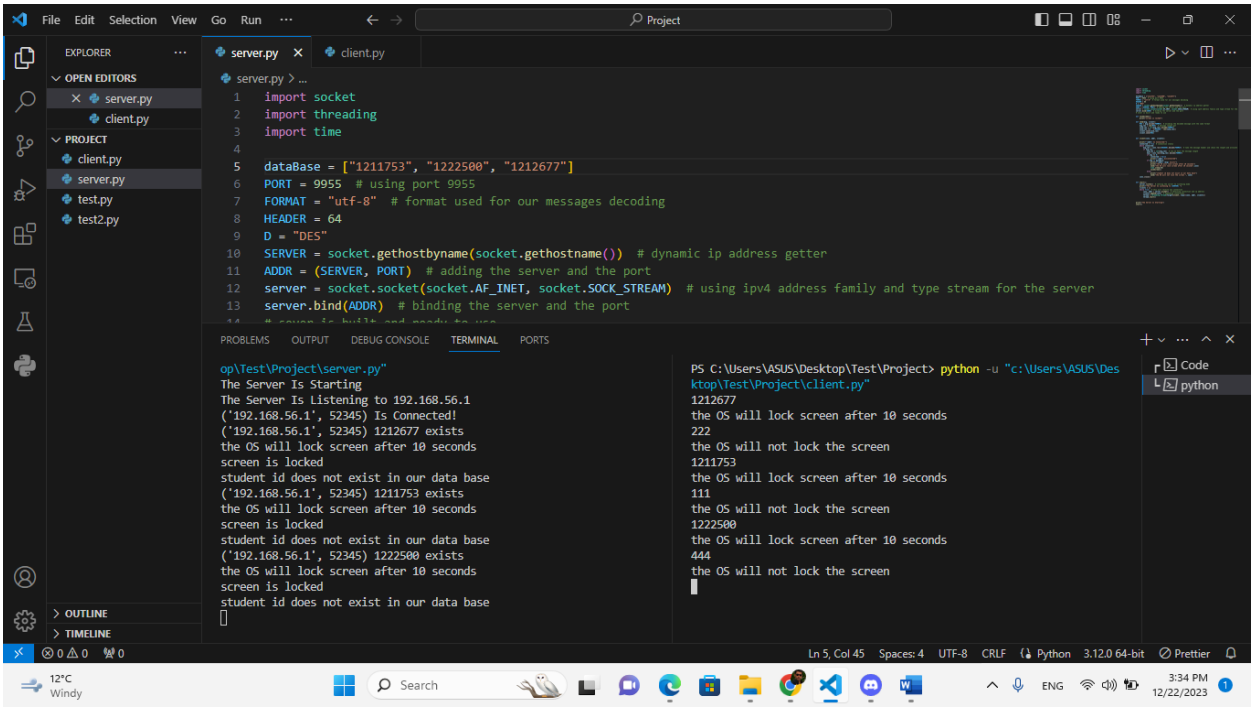
```
import socket
import threading
import time

dataBase = ["1211753", "1222500", "1212677"]
PORT = 9955  # using port 9955
FORMAT = "utf-8"  # format used for our messages decoding
HEADER = 64
D = "DES"
SERVER = socket.gethostbyname(socket.gethostname())  # dynamic ip address getter
ADDR = (SERVER, PORT)  # adding the server and the port
server = socket.socket(socket.AF_INET, socket.SOCK_STREAM)  # using ipv4 address family and type stream for the server
server.bind(ADDR)  # binding the server and the port
# sever is built and ready to use

def lockScreen():
    print("screen is locked")

def send(msg, client):
    MSG = msg.encode(FORMAT)  # encoding the decoded message with the same format
    msg_len = len(MSG)  # message length got
    send_len = str(msg_len).encode(FORMAT)
    send_len +=b' '*(HEADER - len(send_len))
    client.send(send_len)
    client.send(MSG)

def client(conn, addr, clients):

    print(f"{addr} Is Connected!")
```

```
        connected = True  # connection status
        while connected:
            msg_len = conn.recv(HEADER).decode(FORMAT)  # take the message header and check the length
    and allocate 64
            if msg_len:
                msg_len = int(msg_len)  # now we have the message length
                msg = conn.recv(msg_len).decode(FORMAT)
                if msg == D:
                    connected = False
                    print(f"{addr} disconnected")
                if msg in dataBase:
                    print(f"{addr} {msg} exists")
                    print("the OS will lock screen after 10 seconds")
                    send("the OS will lock screen after 10 seconds",conn)
                    time.sleep(10)
                    lockScreen()
                else:
                    print("student id does not exist in our data base")
                    send("the OS will not lock the screen ", conn)
        conn.close()

    def start():
        server.listen()  # setting the server to listening mode
        print(f"The Server Is Listening to {SERVER} ")
        clients = []
        while True:  # this will receive any connection
            conn, addr = server.accept()  # obtaining connection and ip address
            clients.append(conn)  # appending connections
            thread = threading.Thread(target=client, args=(conn, addr, clients))
            thread.start()

    print("The Server Is Starting")
    start()
```

2. Client Code:

```
import socket
import threading

PORT = 9955 # using port 9955
FORMAT = "utf-8"  # format used for our messages decoding
D = "DES"
HEADER = 64
SERVER = "192.168.56.1"  # my ip address
ADDR = (SERVER, PORT)  # adding the server and the port
client = socket.socket(socket.AF_INET, socket.SOCK_STREAM)  # using ipv4 address family and type stream for the client
client.connect(ADDR)

def send(msg):
    MSG = msg.encode(FORMAT)  # encoding the decoded message with the same format
    msg_len = len(MSG)  # message length got
    send_len = str(msg_len).encode(FORMAT)
    send_len +=b' '*(HEADER - len(send_len))
    client.send(send_len)
    client.send(MSG)

def read():
    msg_len = client.recv(HEADER).decode(FORMAT)  # take the message header and check the length and allocate 64
    if msg_len:
        msg_len = int(msg_len)  # now we have the message length
        msg = client.recv(msg_len).decode(FORMAT)
        print(f"{msg} ")

x = ''
while 1:
    x = input()
    if x!='DES':
         send(x)
    thread = threading.Thread(target=read)
    thread.start()
send(D)
```

Result:


File Edit Selection View Go Run
Project
EXPLORER
OPEN EDITORS
server.py
client.py
PROJECT
client.py
server.py
test.py
test2.py
server.py
client.py
server.py > ...
1 import socket
2 import threading
3 import time
4
5 dataBase = ["1211753", "1222500", "1212677"]
6 PORT = 9955 # using port 9955
7 FORMAT = "utf-8" # format used for our messages decoding
8 HEADER = 64
9 D = "DES"
10 SERVER = socket.gethostbyname(socket.gethostname()) # dynamic ip address getter
11 ADDR = (SERVER, PORT) # adding the server and the port
12 server = socket.socket(socket.AF_INET, socket.SOCK_STREAM) # using ipv4 address family and type stream for the server
13 server.bind(ADDR) # binding the server and the port
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS
op\Test\Project\server.py"
The Server Is Starting
The Server Is Listening to 192.168.56.1
('192.168.56.1', 52345) Is Connected!
('192.168.56.1', 52345) 1212677 exists
the OS will lock screen after 10 seconds
screen is locked
student id does not exist in our data base
('192.168.56.1', 52345) 1211753 exists
the OS will lock screen after 10 seconds
screen is locked
student id does not exist in our data base
('192.168.56.1', 52345) 1222500 exists
the OS will lock screen after 10 seconds
screen is locked
student id does not exist in our data base
PS C:\Users\ASUS\Desktop\Test\Project> python -u "c:\Users\ASUS\Desktop\Test\Project\client.py"
1212677
the OS will lock screen after 10 seconds
222
the OS will not lock the screen
1211753
the OS will lock screen after 10 seconds
111
the OS will not lock the screen
1222500
the OS will lock screen after 10 seconds
444
the OS will not lock the screen
Code
python
OUTLINE
TIMELINE
Ln 5, Col 45 Spaces: 4 UTF-8 CRLF Python 3.12.0 64-bit Prettier
12°C
Windy
Search
ENG
3:34 PM
12/22/2023

Part3:

Code:

1. Server Code:

```python
import socket
import os
import urllib.parse
from threading import Thread

class MyHTTPServer:
    def __init__(self, host, port):
        self.host = host
        self.port = port
        self.server_socket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
        self.server_socket.setsockopt(socket.SOL_SOCKET, socket.SO_REUSEADDR, 1)
        self.server_socket.bind((self.host, self.port))
        self.server_socket.listen(5)

    def start(self):
        print(f"Server listening on {self.host}:{self.port}")
        while True:
            client_socket, client_address = self.server_socket.accept()
            client_handler = Thread(target=self.handle_client, args=(client_socket,))
            client_handler.start()

    def handle_client(self, client_socket):
        client_address = client_socket.getpeername()
        request_data = client_socket.recv(1024).decode("utf-8")
        if not request_data:
            return

        method, path, _ = request_data.split(" ", 2)
        path = urllib.parse.unquote(path)
        file_path = path.lstrip("/")

        if method == "GET":
            if file_path == "index.html" or file_path == "en" or file_path == "":
                status_code = "200"
                self.log_request_details(client_address, method, path, "HTML", status_code)
                self.send_html_response(client_socket, "main_en.html")
            elif file_path == "ar":
                status_code = "200"
                self.log_request_details(client_address, method, path, "HTML", status_code)
                self.send_html_response(client_socket, "main_ar.html")
            elif file_path.endswith(".html"):
```

```
                status_code = "200"
                self.log_request_details(client_address, method, path, "HTML", status_code)
                self.send_html_file(client_socket, file_path)
            elif file_path.endswith(".css"):
                status_code = "200"
                self.log_request_details(client_address, method, path, "CSS", status_code)
                self.send_css_file(client_socket, file_path)
            elif file_path.endswith(".png"):
                status_code = "200"
                self.log_request_details(client_address, method, path, "PNG", status_code)
                self.send_image(client_socket, file_path, "image/png")
            elif file_path.endswith(".jpg"):
                status_code = "200"
                self.log_request_details(client_address, method, path, "JPG", status_code)
                self.send_image(client_socket, file_path, "image/jpeg")
            elif file_path in ["cr", "so", "rt"]:
                status_code = "307"
                self.log_request_details(client_address, method, path, "Redirect", status_code)
                self.send_redirect(client_socket, file_path)
            else:
                status_code = "404"
                self.log_request_details(client_address, method, path, "Unknown", status_code)
                self.send_error_response(client_socket)
        else:
            self.send_error_response(client_socket)

        client_socket.close()

    def log_request_details(self, client_address, method, path, file_type, status_code):
        print(f"Received request from {client_address}: Method: {method}, Path: {path}, File Type:
{file_type}, Status Code: {status_code}")

    def send_static_file(self, client_socket, file_path, content_type):
        abs_file_path = os.path.abspath(os.path.join(os.path.dirname(__file__), "static",
file_path))
        if not os.path.exists(abs_file_path):
            self.send_error_response(client_socket)
            return

        with open(abs_file_path, "rb") as file:
            content = file.read()

        response = f"HTTP/1.1 200 OK\r\nContent-Type: {content_type}\r\nContent-Length:
{len(content)}\r\n\r\n"
        client_socket.sendall(response.encode("utf-8") + content)
```

```
84.
85.         def send_html_response(self, client_socket, filename):
86.             self.send_static_file(client_socket, filename, "text/html")
87.
88.         def send_html_file(self, client_socket, file_path):
89.             self.send_static_file(client_socket, file_path, "text/html")
90.
91.         def send_css_file(self, client_socket, file_path):
92.             self.send_static_file(client_socket, file_path, "text/css")
93.
94.         def send_image(self, client_socket, file_path, content_type):
95.             self.send_static_file(client_socket, file_path, content_type)
96.
97.         def send_redirect(self, client_socket, target):
98.             locations = {"cr": "http://cornell.edu", "so": "http://stackoverflow.com", "rt":
    "http://ritaj.birzeit.edu"}
99.             if target in locations:
100.                response = f"HTTP/1.1 307 Temporary Redirect\r\nLocation: {locations[target]}\r\n\r\n"
101.                client_socket.sendall(response.encode("utf-8"))
102.            else:
103.                self.send_error_response(client_socket)
104.
105.        def send_error_response(self, client_socket):
106.            response = "HTTP/1.1 404 Not Found\r\nContent-Type: text/html\r\n\r\n"
107.
108.            try:
109.                with open(os.path.join("static", "DNE.html"), "rb") as file:
110.                    content = file.read()
111.                client_socket.sendall(response.encode("utf-8") + content)
112.            except FileNotFoundError:
113.                error_message = "<html><body><h1>File Not Found</h1></body></html>"
114.                client_socket.sendall(response.encode("utf-8") + error_message.encode("utf-8"))
115.
116.    if __name__ == "__main__":
117.        host = '0.0.0.0'
118.        port = 9966
119.        server = MyHTTPServer(host, port)
120.
121.        try:
122.            server.start()
123.        except KeyboardInterrupt:
124.            print("Server stopped by user")
125.
```

2. main_en.html:

```
<!DOCTYPE html>
<html>
<head>
    <title>ENCS3320-My Tiny Webserver 23/24</title>
    <style>
        body {
            background: linear-gradient(to right, #6dd5ed, #2193b0);
            font-family: Arial, sans-serif;
            color: #fff;
            margin: 0;
            padding: 0;
        }

        .info-box,
        .student {
            background-color: #fff;
            color: #333;
            border-radius: 10px;
            box-shadow: 0 0 10px rgba(0, 0, 0, 0.2);
            margin: 20px;
            padding: 20px;
            position: relative;
            transition: all 0.3s ease;
        }

        .info-box:hover,
        .student:hover {
            box-shadow: 0 0 15px rgba(0, 0, 0, 0.3);
        }

        .students {
            display: flex;
            justify-content: space-around;
            flex-wrap: wrap;
        }

        .student-photo {
            width: 100px;
            height: 100px;
            border-radius: 50%;
            object-fit: cover;
            position: absolute;
            top: 10px;
            right: 10px;
```

```
        }

        footer {
            text-align: center;
            padding: 20px;
        }

        a {
            color: #1a75ff;
            margin: 0 10px;
            transition: color 0.3s ease;
        }

        a:hover {
            color: #ffcc29;
        }
    </style>
</head>
<body>
    <h1>Welcome to our course Computer Networks, <span style="color: blue;">This is a tiny webserver</span></h1>

    <div class="info-box">
        <p>Content-Type in HTTP is used to indicate the media type of the resource. In responses, a Content-Type header tells the client what the content type of the returned content actually is.</p>
    </div>

    <div class="student-container">
        <div class="student">
            <img src="student1.png" alt = "student1 image" style="width: 100px; height: 100px; border-radius: 50%; object-fit: cover; position: absolute; top: 10px; right: 10px;">
            <h2>Omar Daghlas</h2>
            <p>ID: 1222500</p>
            <p>Projects: Gaza- Humanitarian Information Managing System</p>
            <p>Skills: Public Speeches</p>
            <p>Hobbies: Swimming</p>
        </div>

        <div class="student">
            <img src="student2.jpg" alt="student2 image" style="width: 100px; height: 100px; border-radius: 50%; object-fit: cover; position: absolute; top: 10px; right: 10px;">
            <h2>Abd AlRahman Shaheen</h2>
            <p>ID: 1211753</p>
```

```
            <p>Projects: private accounting program (c), local web server(html)(css)(python), simple CPU(multisim)(vhdl). </p>
            <p>Skills: c,c++,css,html,python,java,verilog,embeded c, fast learning, self learning. </p>
            <p>Hobbies: Coding, gamming, smoking. </p>
        </div>

        <div class="student">
            <img src="student3.jpg" alt="student3 image" style="width: 100px; height: 100px; border-radius: 50%; object-fit: cover; position: absolute; top: 10px; right: 10px;">
            <h2>Mahmoud Awad</h2>
            <p>ID: 1212677</p>
            <p>Projects: Train Seat Reserving System</p>
            <p>Skills: Programming</p>
            <p>Hobbies: Cycling</p>
        </div>
    </div>

    <a href="main_ar.html"> Arabic Page</a>
    <a href="https://www.w3schools.com/python/python_strings.asp">Python Strings at W3Schools</a>
</body>
</html>
```

---

3. main_ar.html:

```
<!DOCTYPE html>
<html lang="ar" dir="rtl">
<head>
    <meta charset="UTF-8">
    <title>ENCS3320-24/23 خادم الويب الصغير الخاص بي</title>
    <link rel="stylesheet" type="text/css" href="style.css">
</head>
<body>
    <h1> مرحبًا بكم في دورتنا لشبكات الكمبيوتر، <span style="color: blue;">هذا خادم ويب صغير</span></h1>

    <div class="info-box">
        <p>يُستخدم نوع المحتوى في HTTP للإشارة إلى نوع الوسائط للمورد. في الاستجابات، يخبر رأس نوع المحتوى العميل بنوع المحتوى الفعلي المُرجع.</p>
    </div>

    <div class="student-container">
```

```
        <div class="student">
            <img src="student1.png" alt="صورة الطالب الاول" class="student-photo" style="width: 100px;
height: 100px; border-radius: 50%; object-fit: cover; position: absolute; top: 10px; left: 10px;">
            <h2>عمر دغلس</h2>
            <p>الرقم التعريفي: 1222500</p>
            <p>المشاريع: نظام إدارة المعلومات الإنسانية في غزة</p>
            <p>المهارات: الخطابة العامة</p>
            <p>الهوايات: السباحة</p>
        </div>

        <div class="student">
            <img src="student2.jpg" alt="صورة الطالب الثاني" class="student-photo" style="width: 100px;
height: 100px; border-radius: 50%; object-fit: cover; position: absolute; top: 10px; left: 10px;">
            <h2>عبد الرحمن شاهين</h2>
            <p>الرقم التعريفي: 1211753</p>
            <p> المشاريع: برنامج محاسبة خاص , خادم ويب محلي , معالج بسيط</p>
            <p>المهارات: البرمجة,التلعم السريع,التعلم الذاتي</p>
            <p>الهوايات: البرمجة,العاب الفيديو,التدخين</p>
        </div>

        <div class="student">
            <img src="student3.jpg" alt="صورة الطالب الثالث" class="student-photo" style="width: 100px;
height: 100px; border-radius: 50%; object-fit: cover; position: absolute; top: 10px; left: 10px;">
            <h2>محمود عوض</h2>
            <p>الرقم التعريفي: 1212677</p>
            <p>المشاريع: برنامج حجز مقاعد الطائرات</p>
            <p>المهارات: البرمجة</p>
            <p> الهوايات: ركوب الدراجات</p>
        </div>
    </div>

    <a href="main_en.html">English</a>
    <a href="https://www.w3schools.com/python/python_strings.asp">سلاسل الأحرف في Python على موقع
W3Schools</a>
</body>
</html>
```

4. DNE.html:

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Error 404</title>
    <style>
        body { font-family: Arial, sans-serif; }
        .error-message { color: red; }
        .bold { font-weight: bold; }
    </style>
    <script>
        document.addEventListener("DOMContentLoaded", function() {
            // Use JavaScript to get client IP address and port
            document.querySelector(".bold.client-ip").innerText = "Client IP: " +
window.location.hostname;
            document.querySelector(".bold.client-port").innerText = "Client Port: " +
window.location.port;
        });
    </script>
</head>
<body>
    <h1>HTTP/1.1 404 Not Found</h1>
    <p class="error-message">The file is not found</p>
    <p class="bold">Student1 Name: [Omar Daghlas]</p>
    <p class="bold">Student1 ID: [1222500]</p>
    <p class="bold">Student2 Name: [Abd AlRahman Shaheen]</p>
    <p class="bold">Student2 ID: [1211753]</p>
    <p class="bold">Student3 Name: [Mahmoud Awad]</p>
    <p class="bold">Student3 ID: [1212677]</p>
    <p class="bold client-ip"></p>
    <p class="bold client-port"></p>
</body>
</html>
```

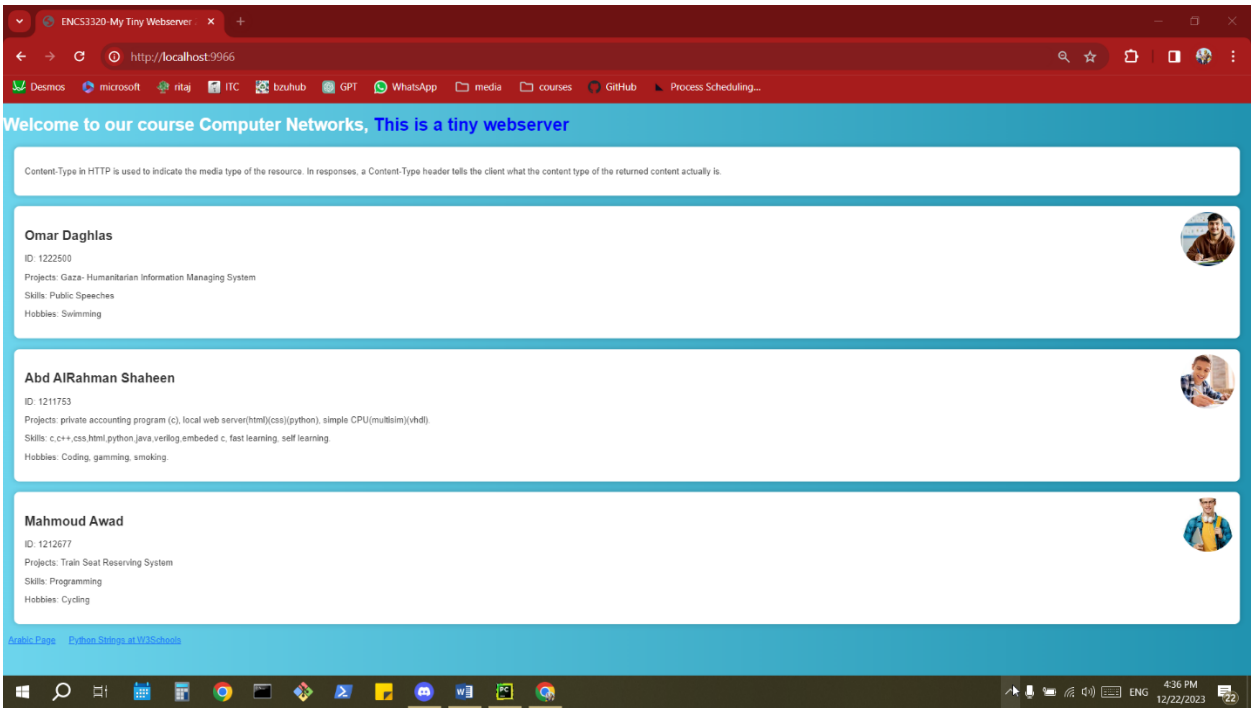
5. Style.CSS:

```css
/* style.css */
body {
    background: linear-gradient(to right, #6dd5ed, #2193b0);
    font-family: Arial, sans-serif;
    color: #fff;
    margin: 0;
    padding: 0;
}
.info-box,
.student {
    background-color: #fff;
    color: #333;
    border-radius: 10px;
    box-shadow: 0 0 10px rgba(0, 0, 0, 0.2);
    margin: 20px;
    padding: 20px;
    position: relative;
    transition: all 0.3s ease;
}
.info-box:hover,
.student:hover {
    box-shadow: 0 0 15px rgba(0, 0, 0, 0.3);
}
.students {
    display: flex;
    justify-content: space-around;
    flex-wrap: wrap;
}
/* Remove styles related to the student photo */
footer {
    text-align: center;
    padding: 20px;
}

a {
    color: #1a75ff;
    margin: 0 10px;
    transition: color 0.3s ease;
}
a:hover {
    color: #ffcc29;
}

```

Results:

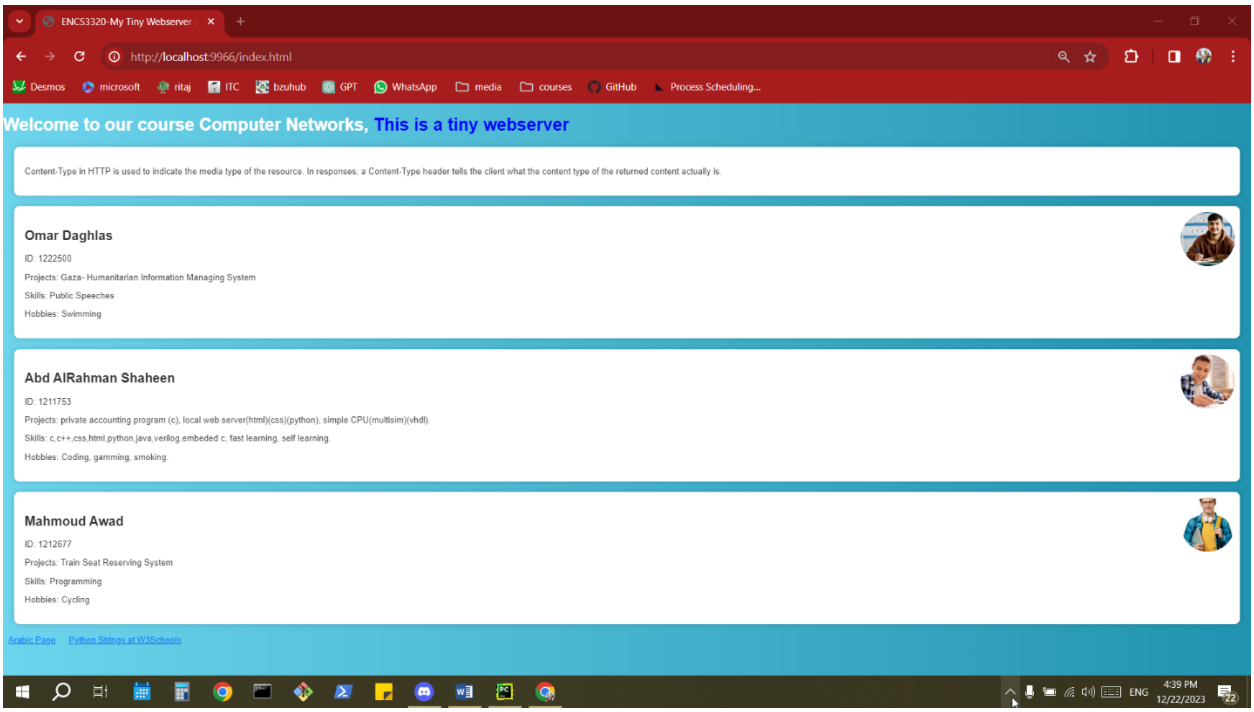
1. main_en.html Results:

1. http://localhost:9966/



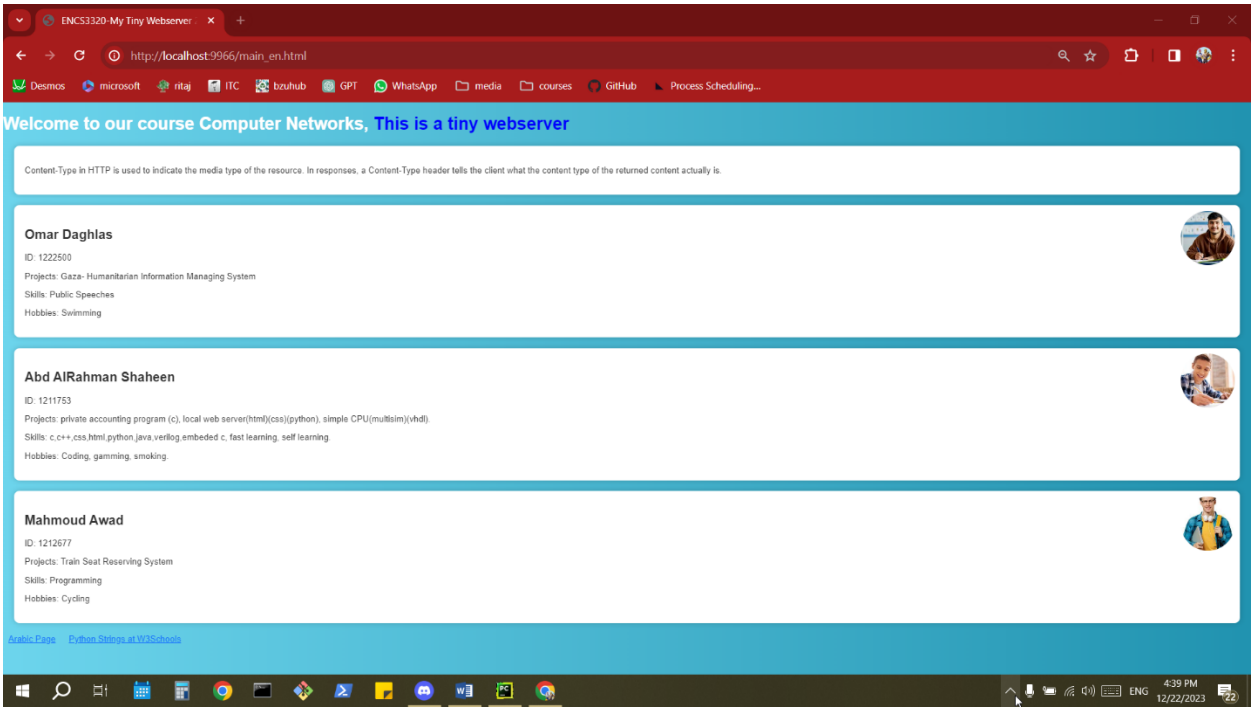
---

2. http://localhost:9966/index.html



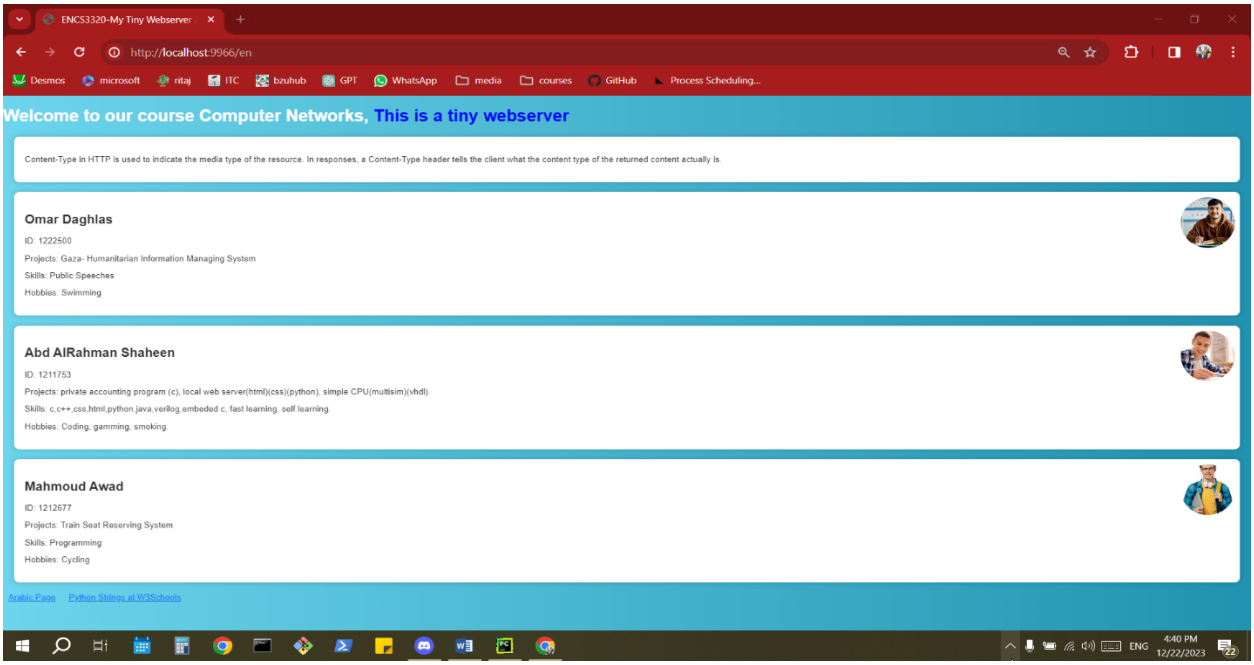
---

3. http://localhost:9966/main_en.html



---

4. http://localhost:9966/en

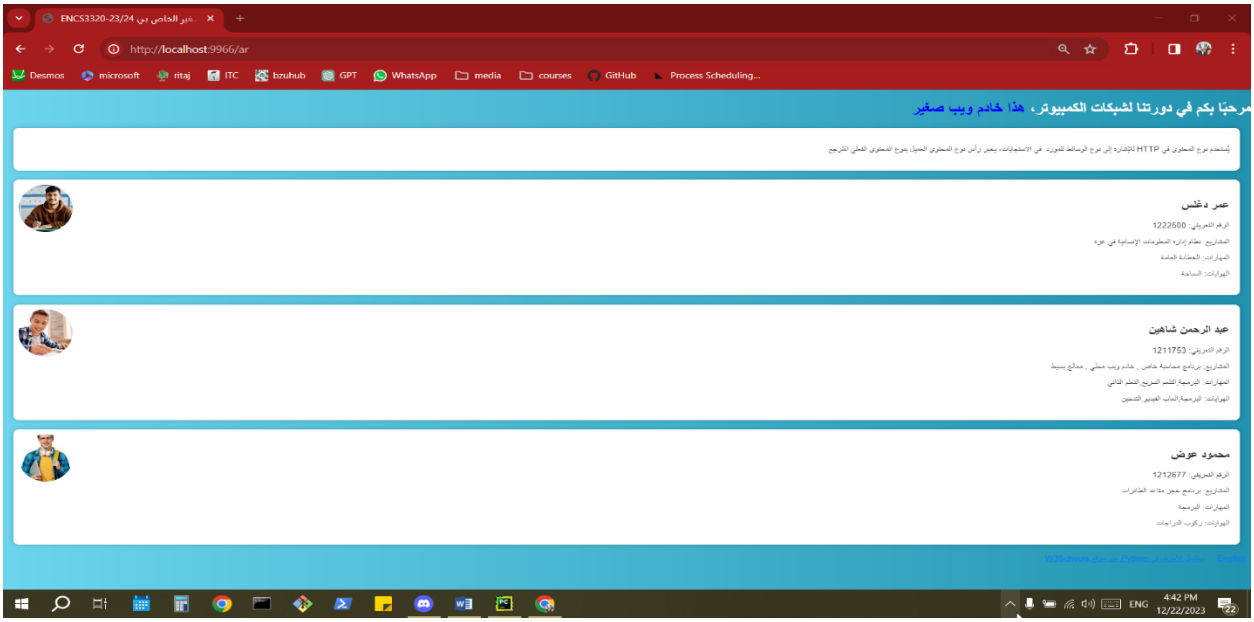


- For all these four images the server receives an http request for main_en.html file then opens the html file.

---

2. main_ar.html Result:

❖ http://localhost:9966/ar

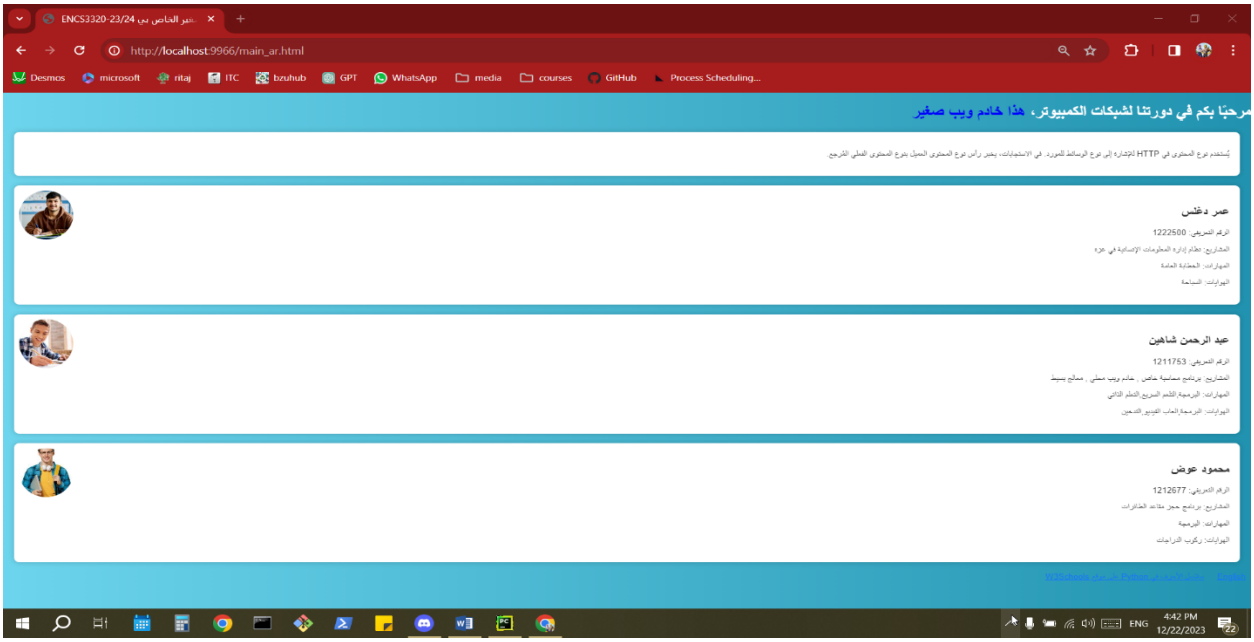


- For this image the sever receives an http request for main_ar.html then opens the html file.

---

3. ALL .html file Result:

❖ http://localhost:9966/main_ar.html OR http://localhost:9966/*.html

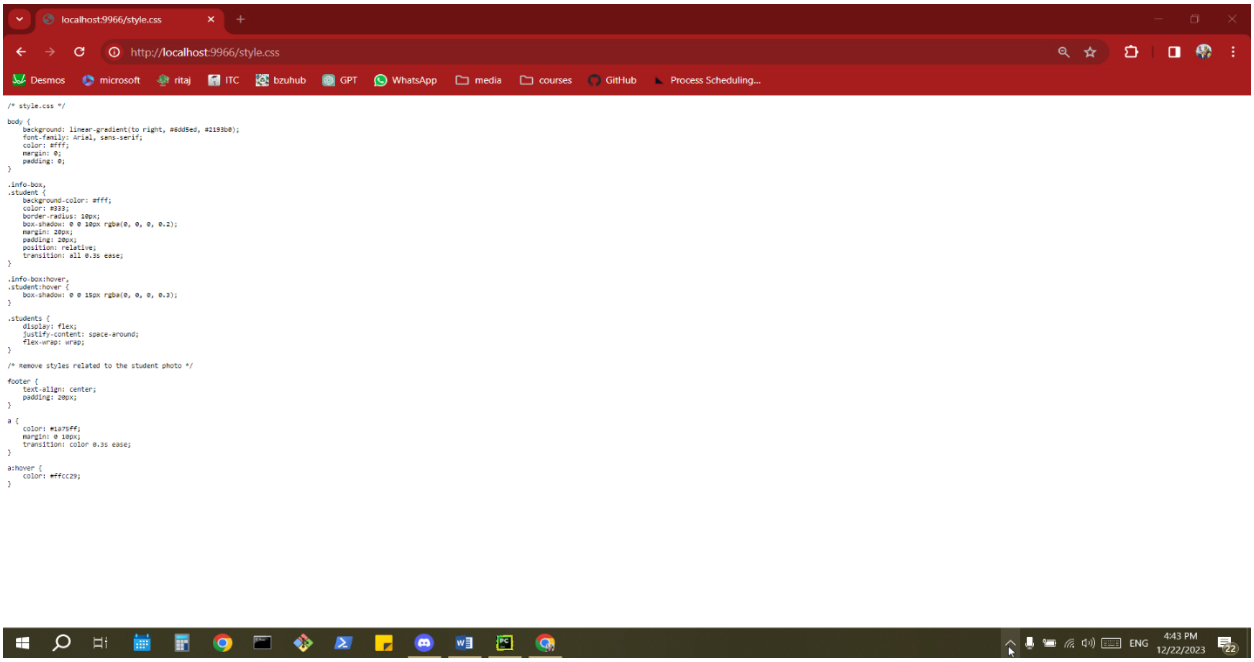


- For this image the sever receives an http request for .html file then opens the requested html file.

---

4. .CSS Result:

❖ http://localhost:9966/style.css

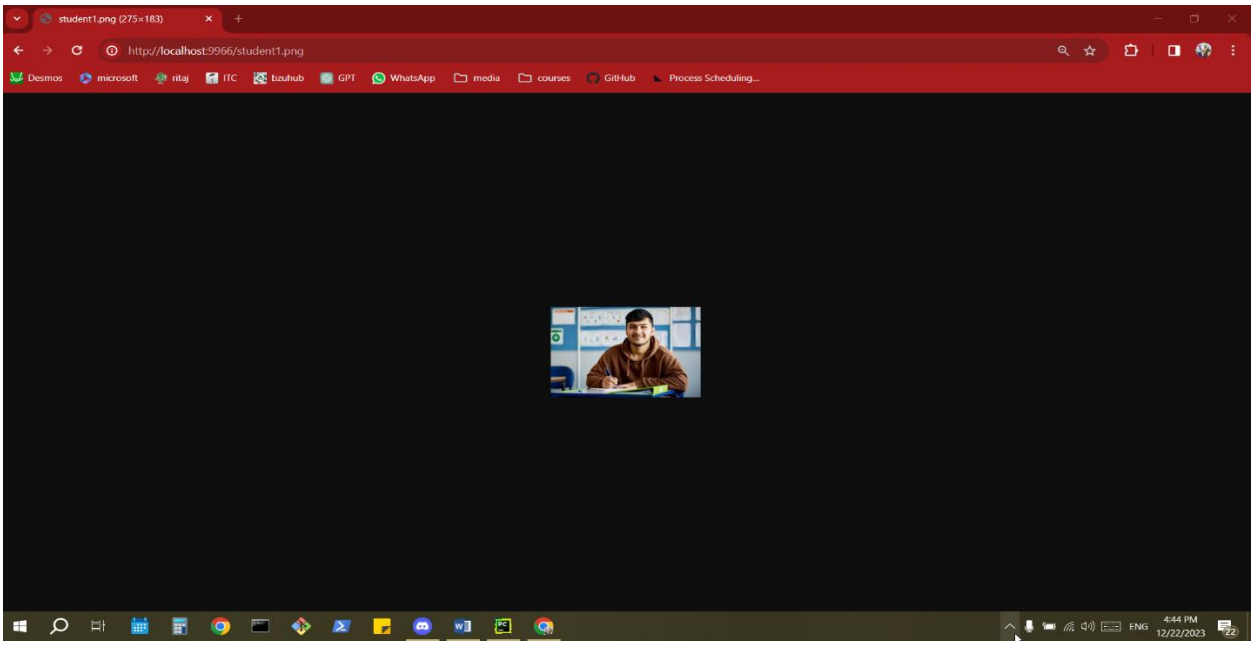


- For this image the sever receives an http request for .css file then opens the requested css file.

---

5. .png Result:

❖ http://localhost:9966/student1.png

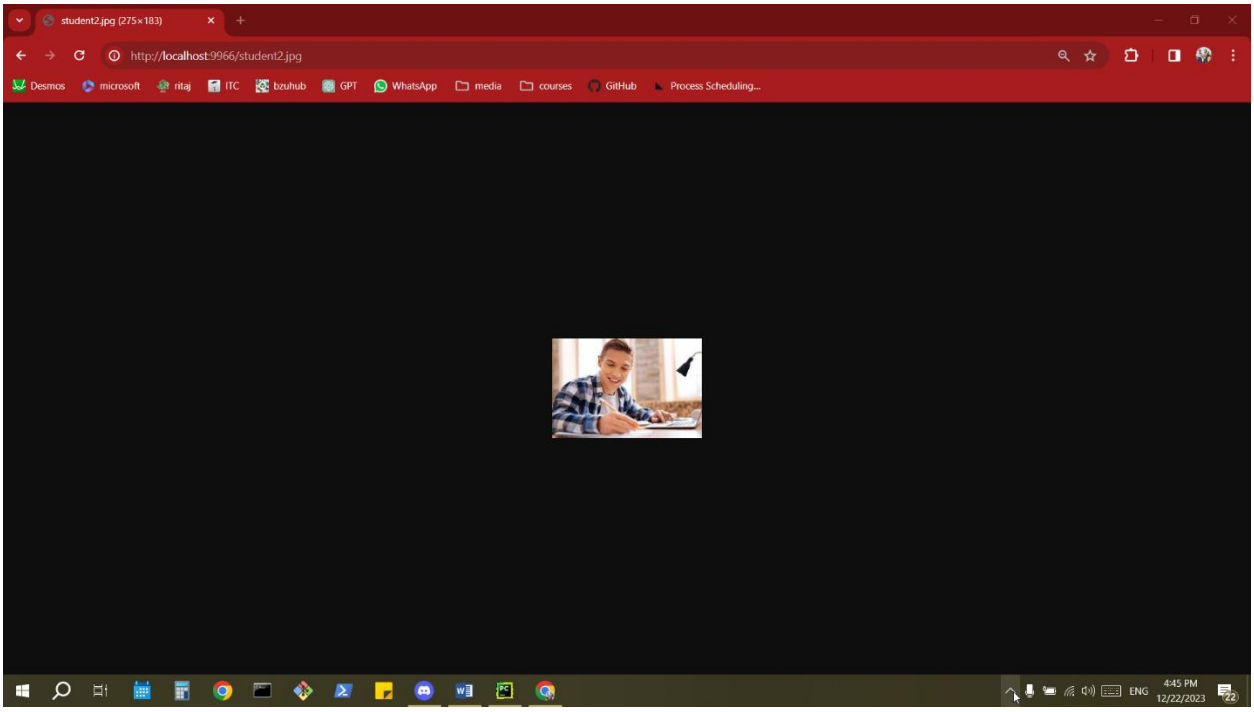


- For this image the sever receives an http request for .png file then opens the requested png file.

---

6. .jpg Result:

❖ http://localhost:9966/student2.jpg



- For this image the sever receives an http request for .jpg file then opens the requested jpg file.

---

7. Status Code Result:

❖ http://localhost:9966/cr

❖ http://localhost:9966/so

❖ http://localhost:9966/rt

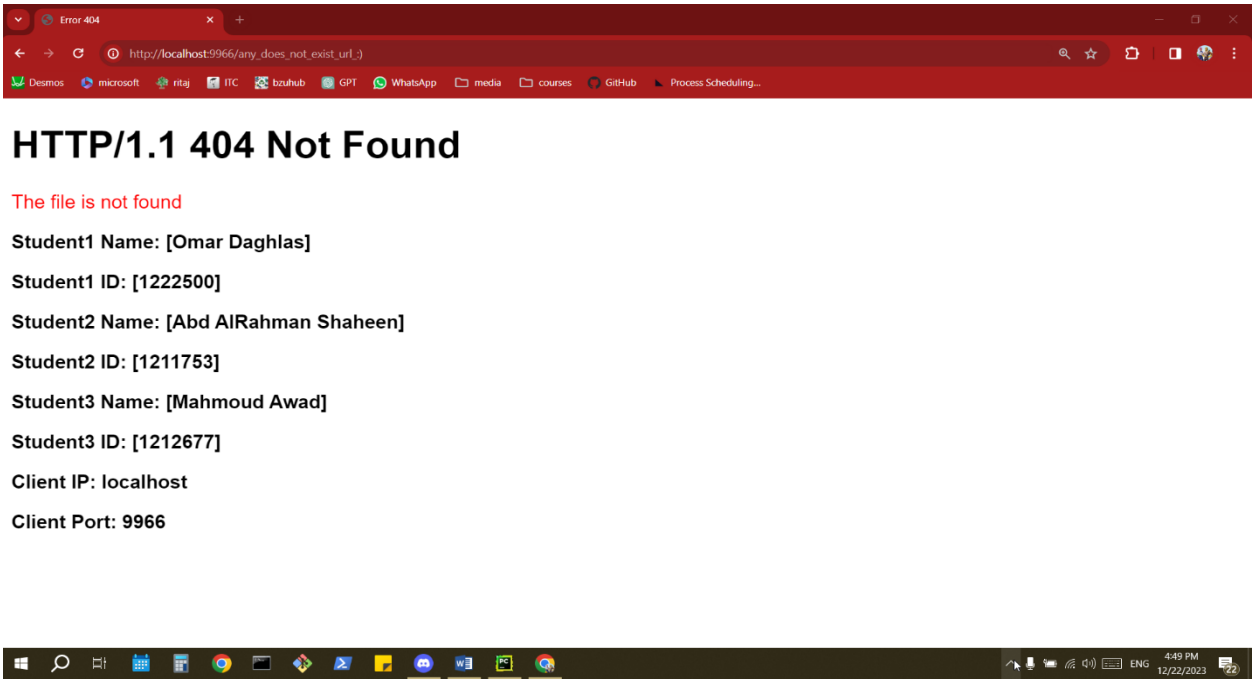
```
Received request from ('127.0.0.1', 53077): Method: GET, Path: /cr, File Type: Redirect, Status Code: 307
Received request from ('127.0.0.1', 53079): Method: GET, Path: /so, File Type: Redirect, Status Code: 307
Received request from ('127.0.0.1', 53096): Method: GET, Path: /style.css, File Type: CSS, Status Code: 200
Received request from ('127.0.0.1', 53097): Method: GET, Path: /rt, File Type: Redirect, Status Code: 307
Received request from ('127.0.0.1', 53104): Method: GET, Path: /rt, File Type: Redirect, Status Code: 307
Received request from ('127.0.0.1', 53105): Method: GET, Path: /rt, File Type: Redirect, Status Code: 307
```

- For this image the sever receivesan http request for redirection then opens the requested direction.

---

8. The Result if the File doesn't Exist:

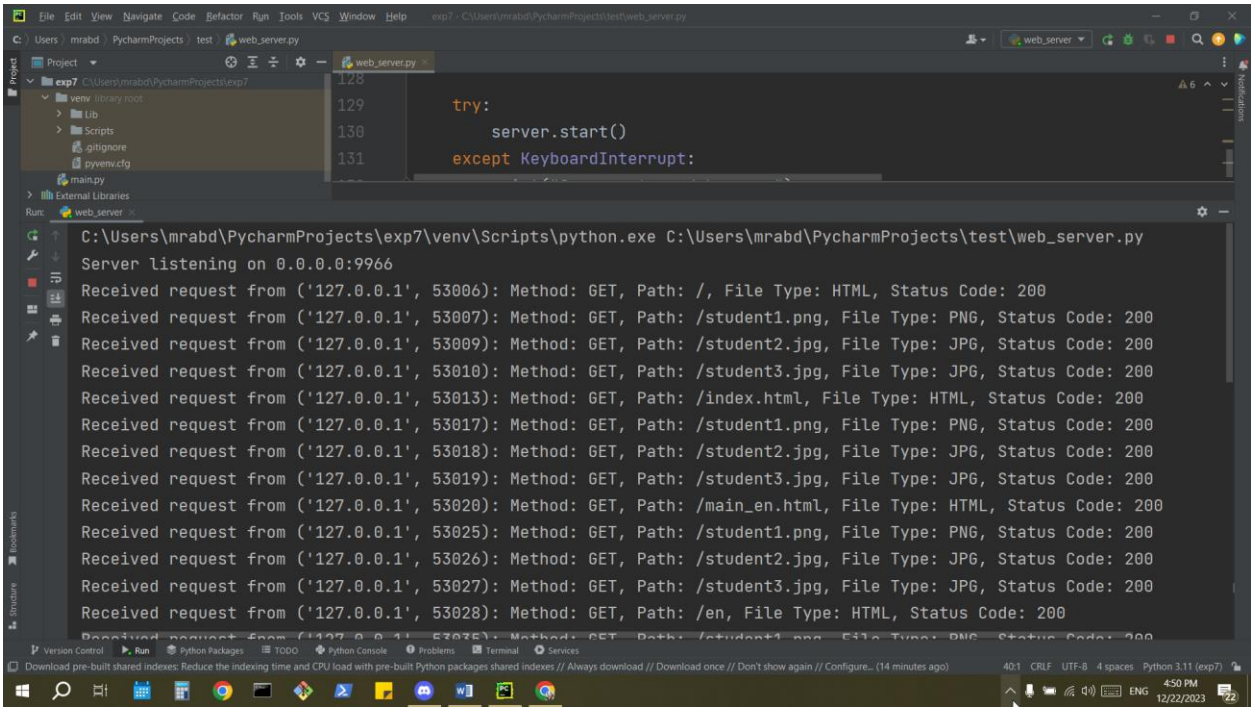
❖ http://localhost:9966/any_does_not_exist_url_:)

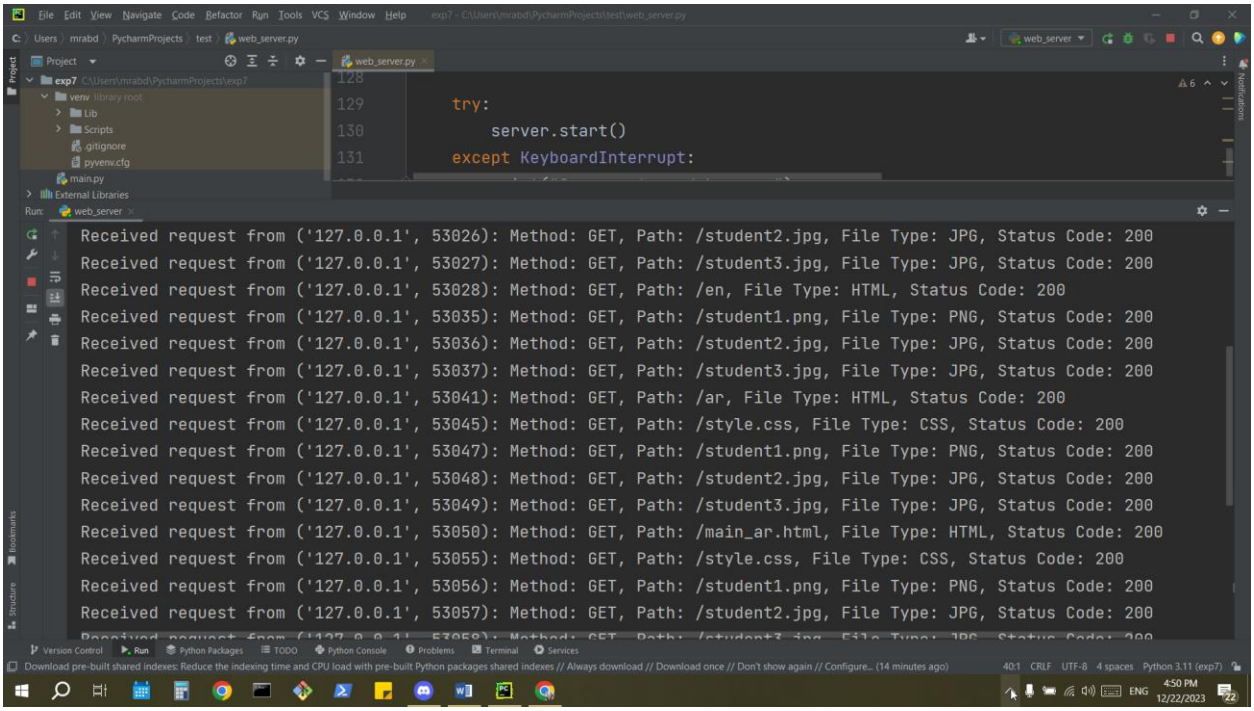


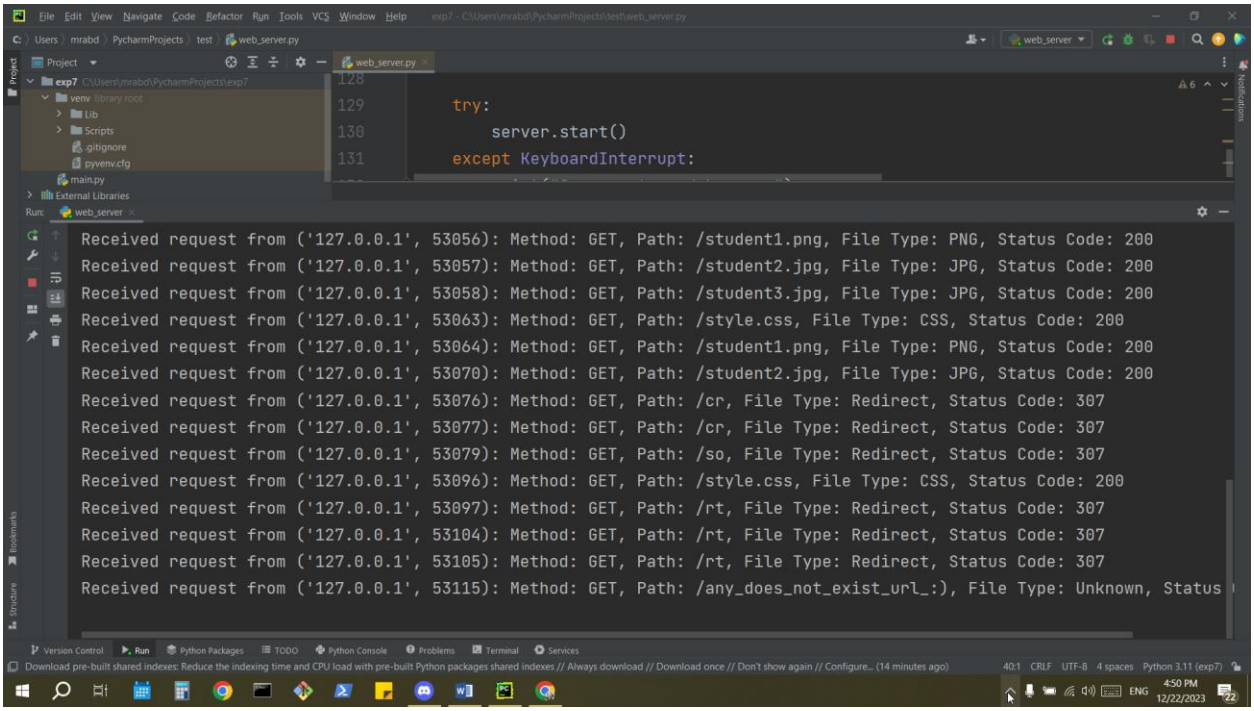
- If any file is not found then the server runs the file DNE.html.

---

9. Command line window Result:

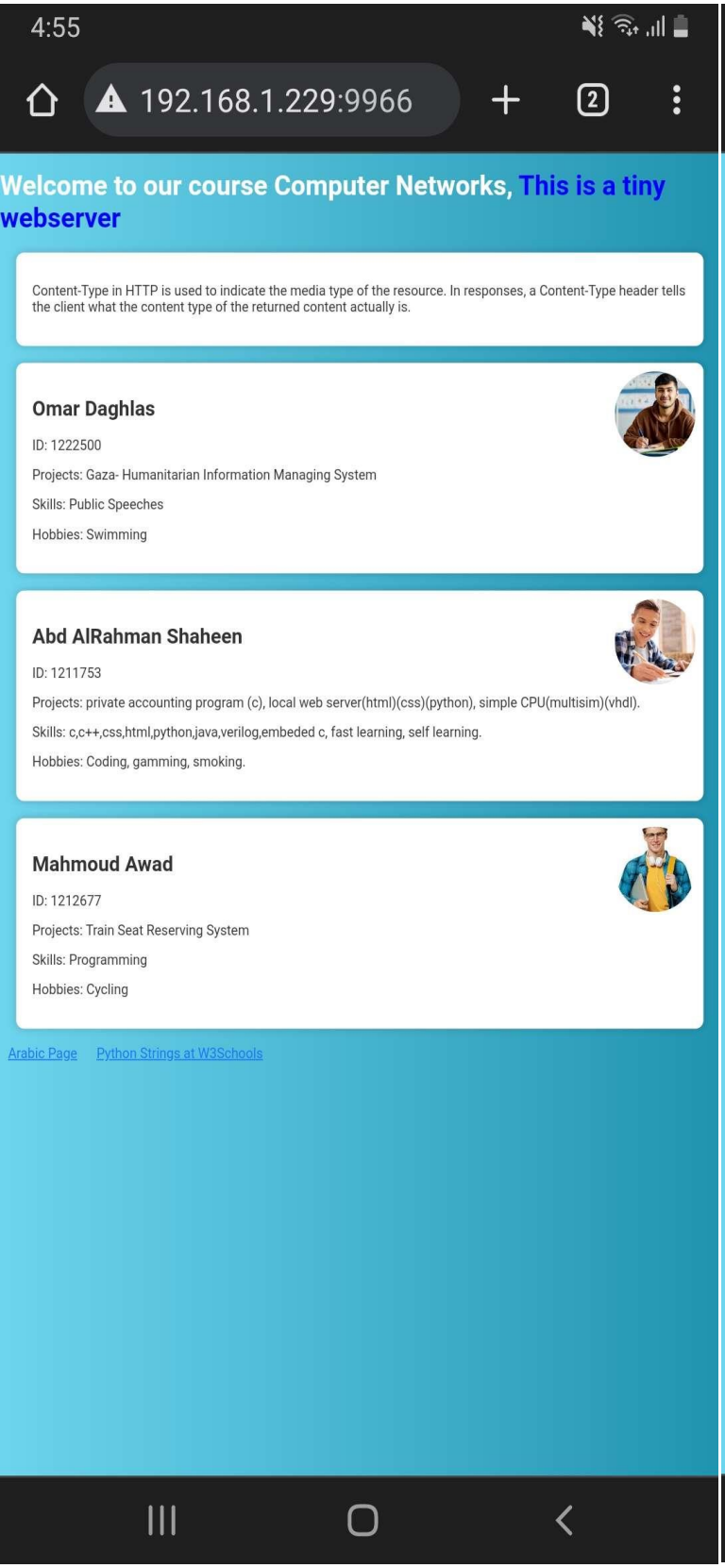


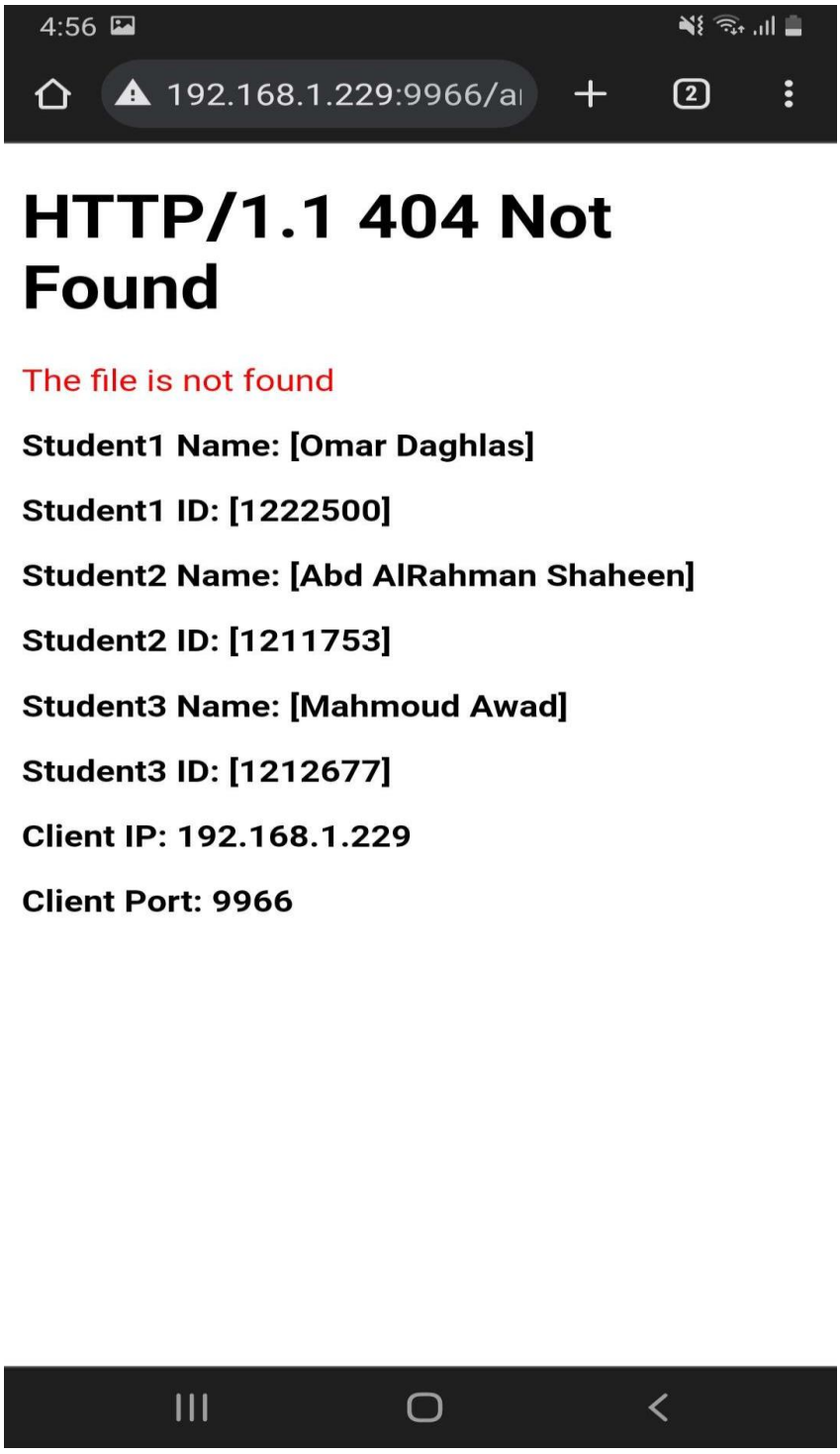




- These are all the http requests for all images above.

➢ A device on the same Network:





- These are the runs of my phone on the same network.
