PROGRAMMING ASSIGNMENT

Pre-requisites:

Install gcc for C program compiler

Steps:

- 1. Copy the files 'client.c', 'server.c', 'fcs.h' and 'packet_payload.txt' to the desired location.
- 2. Run the below commands to compile the C programs:

```
gcc server.c -o server
gcc client.c -o client
gcc fcs.h -o fcs
```

3. First the server should be started. To start the server, run:

./serve

4. In a new terminal window, run below for running the client program:

./client

5. Packets would start transmitting and output would be visible

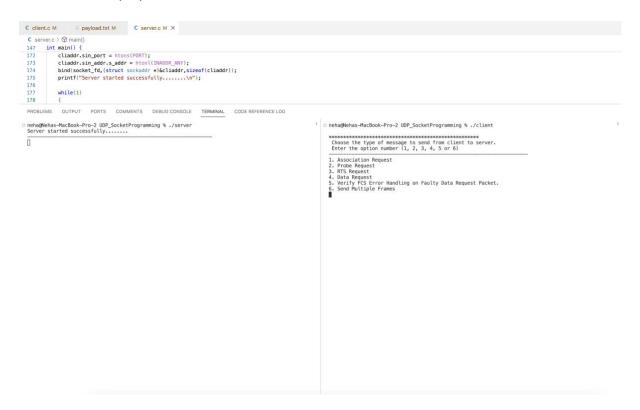
Description:

File client.c is responsible for creating request packets and sending them to the server/access point.

File **server.c** is responsible for receiving request packets and processing them and responding back with respective response packets.

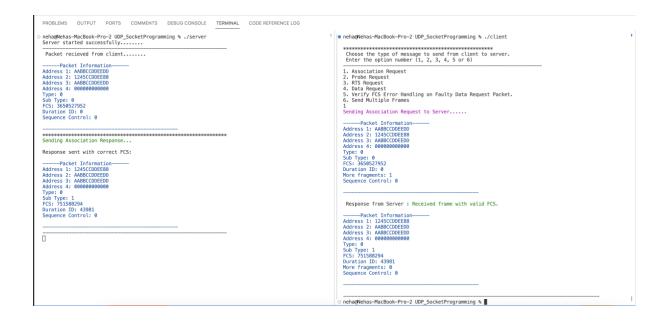
File **fcs.h** is the header file that contains the logic for Frame Check Sequence caluclation for the data packets. FCS calculation and verification is done in both client and access point side. The verification is done before and after the frame is sent and recieved respectively.

At the client side, a user menu with options for different type of packets to be sent to server/AP is displayed.

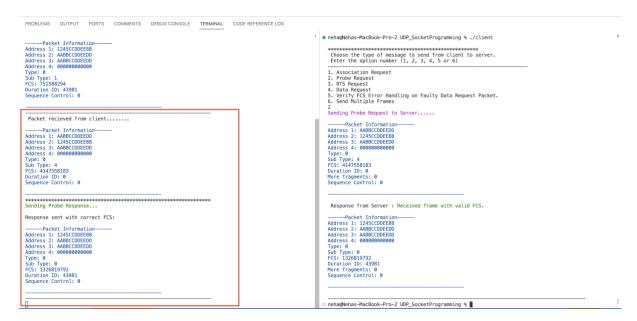


Then as per the options selected, the client sends a packet to the server and the server responds accordingly.

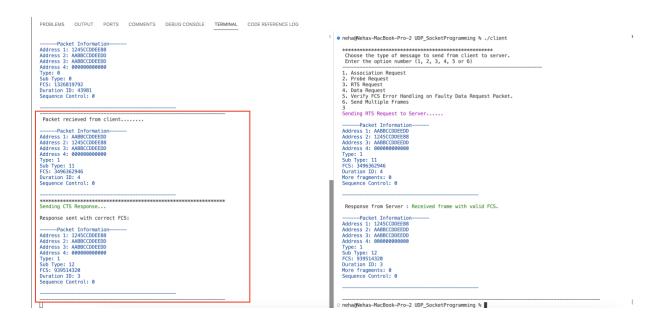
1. Association Request and Response



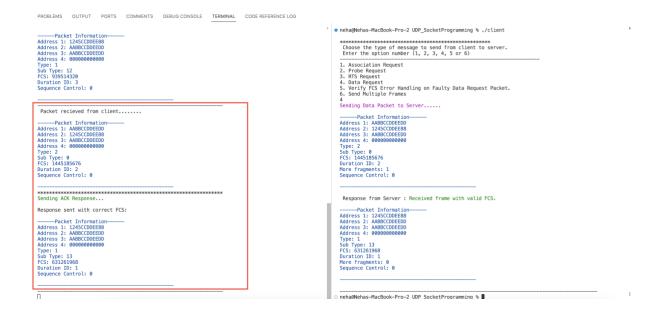
2. Probe Request and Response



3. RTS and CTS



4. Data Packet and ACK

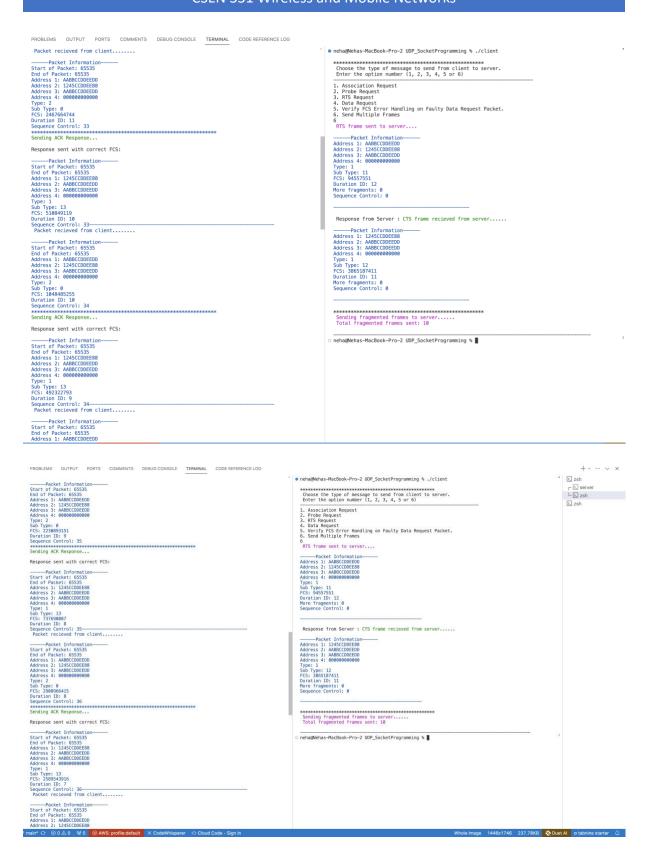


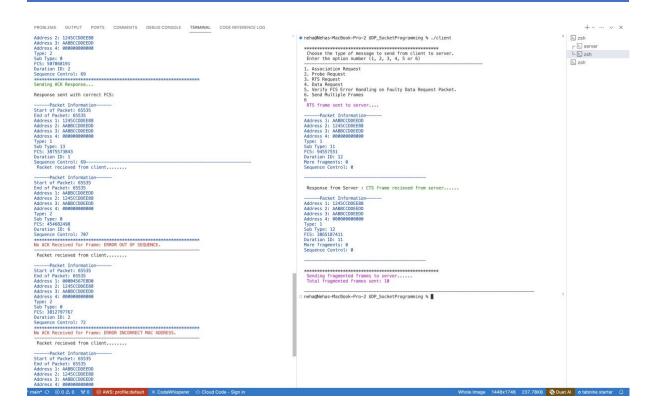
5. FCS Error Handling



```
PROBLEMS OUTPUT PORTS COMMENTS DEBUG CONSOLE TERMINAL CODE REFERENCE LOG
                                                                                                                                                                                        • neha@Nehas-MacBook-Pro-2 UDP_SocketProgramming % ./client
                                                                                                                                                                                          1. Association Request
2. Probe Request
3. RTS Request
6. Data Recuest
7. Verify FCS Error Handling on Faulty Data Request Packet.
6. Send Multiple Frames
Packet recieved from client.....
Data Packet sent to Server....
                                                                                                                                                                                          Response sent with correct FCS:
                                                                                                                                                                                           Response from Server : ACK received for valid frame
—Packet Information-
Address 1: 124SCODEEBB
Address 2: AABBCCODEEDD
Address 3: AABBCCODEEDD
Address 4: 000000000000
Type: 1
Sub Type: 13
FCS: 1564515202
Duration ID: 1
Sequence Control: 0
                                                                                                                                                                                          ——Packet Information-
Address 1: 1245CDDEE88
Address 2: AABSCCDDEED0
Address 3: AABSCCDDEED0
Address 4: 0000000000000
Type: 1
Sub Type: 13
FCs: 1564515202
Duration ID: 1
More fragments: 0
Sequence Control: 0
 Packet recieved from client.....
——Packet Information-
Address 1: AABBCCDDEEDD
Address 2: 1245CCDDEEDB
Address 3: AABBCCDDEEDD
Type: 0
Sub Type: 0
FCS: 4294967295
Duration ID: 29484
Sequence Control: 0
                                                                                                                                                                                          Packet Information
Address 1: AABBCCDDEEDO
Address 2: 1245CCDDEEBO
Address 4: 00000000000000
Type: 0
Sub Type: 0
FCS: 42940F295
Duration ID: 29484
More fragments: 0
Sequence Control: 0
```

6. Sending multiple fragmented frames





4 error fragmented frames

After ack_timer and retry_counter runs out, error message is displayed:

```
PROBLEMS OUTPUT PORTS COMMENTS DEBUG CONSOLE TERMINAL CODE REFERENCE LOG
```

If user enters a wrong option, the client throws and error and exits.

