COMPUTER NETWORKS LABORATORY

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5 'A'

WEEK – 5- Simple Client-Server Application using Network Socket Programming

Date: 21/10/2020

Objective:
To develop a simple Client-Server application using TCP and UDP.

Pre requisites:
• Basic understanding of networking concepts and socket programming
• Knowledge of python

Sockets
Sockets are just the **endpoints of a two-way communication link** in a network. Socket helps in the communication of two processes/programs on a network (eg. Internet). The programs can communicate by reading/writing via their sockets. A socket comprises of: ***IP Address & Port number.***

Task 1:

1. Create an application that will
a. Convert lowercase letters to uppercase
• e.g. [a…z] to [A…Z]
• code will not change any special characters, e.g. &*!
b. If the character is in uppercase, the program must not alter
2. Create Socket API both for
3. Must take the server address and port from the CLI

Socket Programming with UDP:-

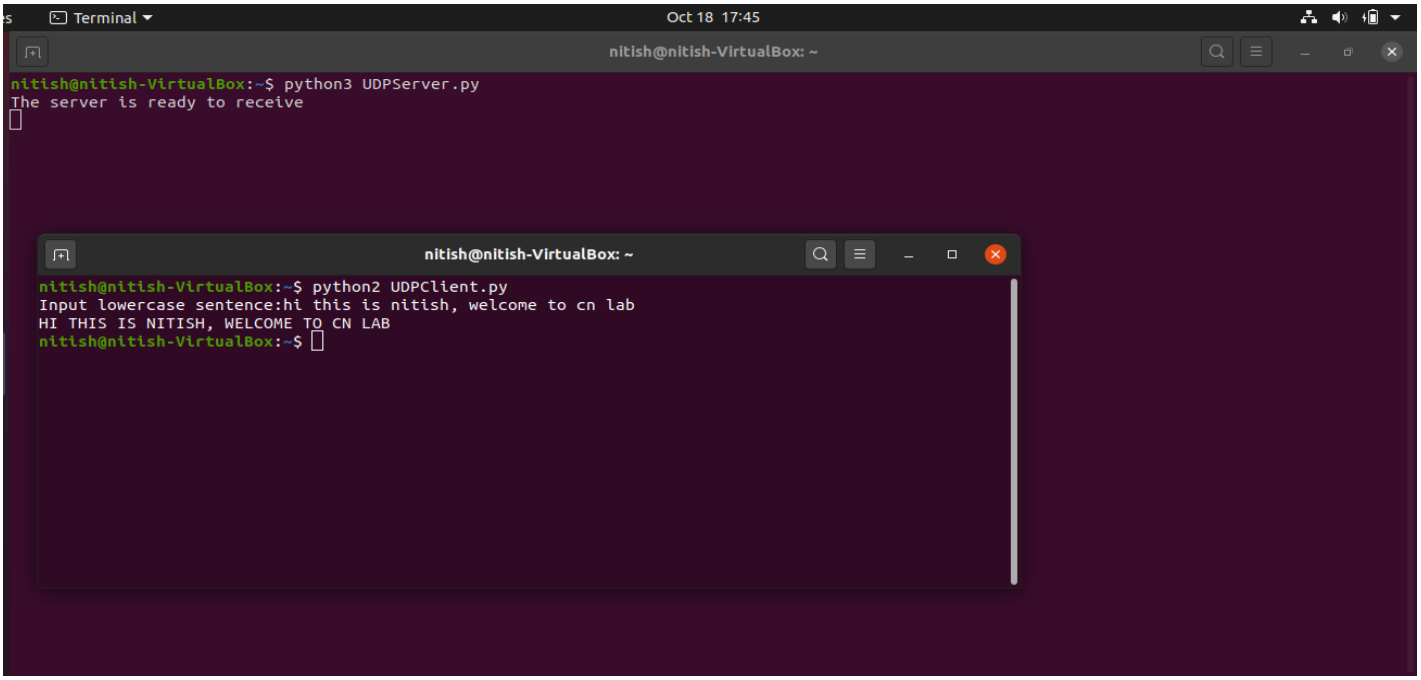
UDPServer.py:

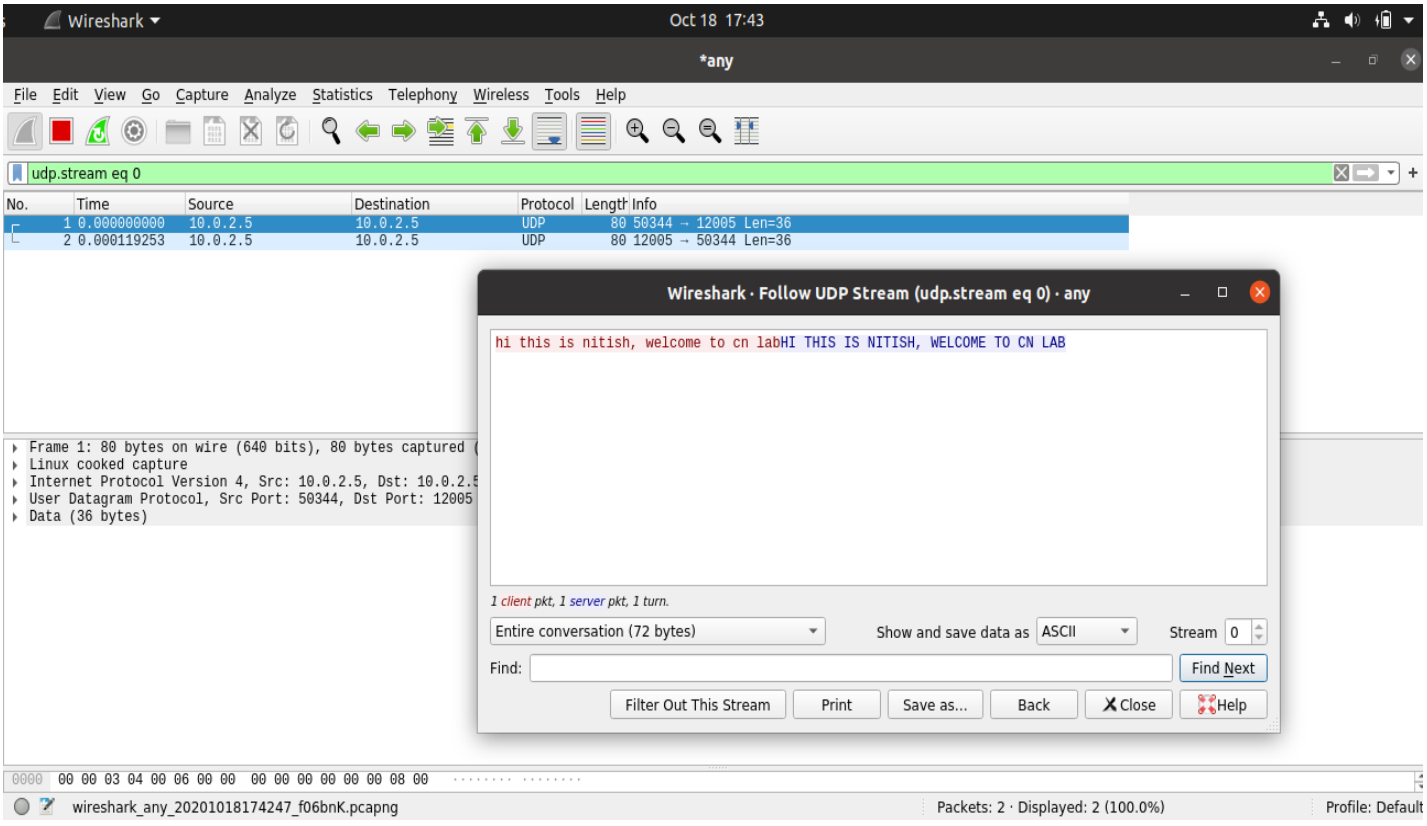

```
1 from socket import *
2 serverPort = 12005
3 serverSocket = socket(AF_INET, SOCK_DGRAM)
4 serverSocket.bind(('', serverPort))
5 print ("The server is ready to receive")
6 while 1:
7         message, clientAddress = serverSocket.recvfrom(2048)
8         modifiedMessage = message.upper()
9         serverSocket.sendto(modifiedMessage, clientAddress)
```

UDPClient.py:


```
1 from socket import *
2 serverName = '10.0.2.5'
3 serverPort = 12005
4 clientSocket = socket(AF_INET,SOCK_DGRAM)
5 message = raw_input('Input lowercase sentence:')
6 clientSocket.sendto(message,(serverName, serverPort))
7 modifiedMessage, serverAddress = clientSocket.recvfrom(2048)
8 print (modifiedMessage)
9 clientSocket.close()
10
```

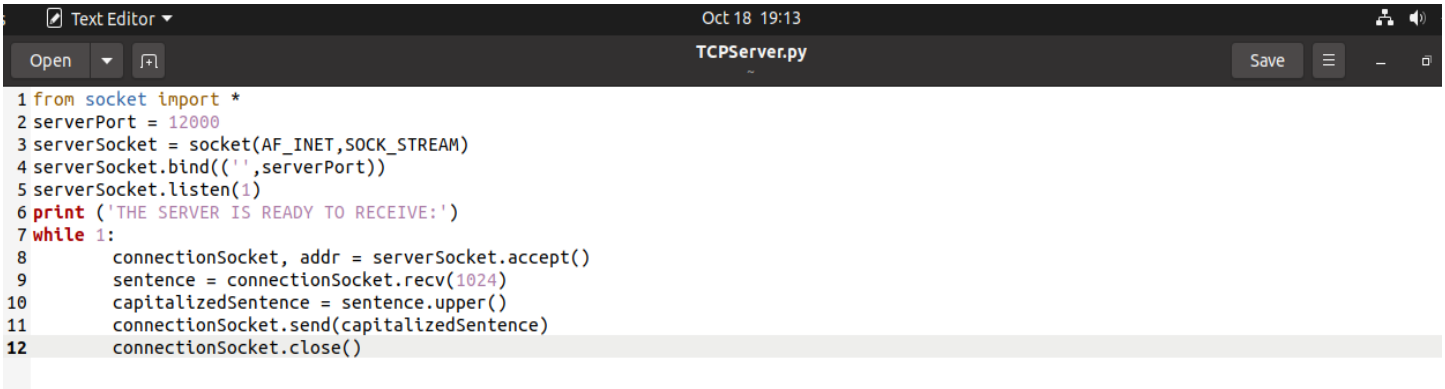
EXECUTION:


Terminal
Oct 18 17:45
nitish@nitish-VirtualBox: ~
nitish@nitish-VirtualBox:~$ python3 UDPServer.py
The server is ready to receive
nitish@nitish-VirtualBox: ~
nitish@nitish-VirtualBox:~$ python2 UDPClient.py
Input lowercase sentence:hi this is nitish, welcome to cn lab
HI THIS IS NITISH, WELCOME TO CN LAB
nitish@nitish-VirtualBox:~$


Wireshark
Oct 18 17:43
*any
File Edit View Go Capture Analyze Statistics Telephony Wireless Tools Help
udp.stream eq 0
No. Time Source Destination Protocol Length Info
1 0.000000000 10.0.2.5 10.0.2.5 UDP 80 50344 → 12005 Len=36
2 0.000119253 10.0.2.5 10.0.2.5 UDP 80 12005 → 50344 Len=36
Wireshark · Follow UDP Stream (udp.stream eq 0) · any
hi this is nitish, welcome to cn labHI THIS IS NITISH, WELCOME TO CN LAB
1 client pkt, 1 server pkt, 1 turn.
Entire conversation (72 bytes)
Show and save data as ASCII
Stream 0
Find:
Find Next
Filter Out This Stream
Print
Save as...
Back
Close
Help
Frame 1: 80 bytes on wire (640 bits), 80 bytes captured
Linux cooked capture
Internet Protocol Version 4, Src: 10.0.2.5, Dst: 10.0.2.5
User Datagram Protocol, Src Port: 50344, Dst Port: 12005
Data (36 bytes)
0000 00 00 03 04 00 06 00 00 00 00 00 00 00 00 08 00
wireshark_any_20201018174247_f06bnK.pcapng
Packets: 2 · Displayed: 2 (100.0%)
Profile: Default

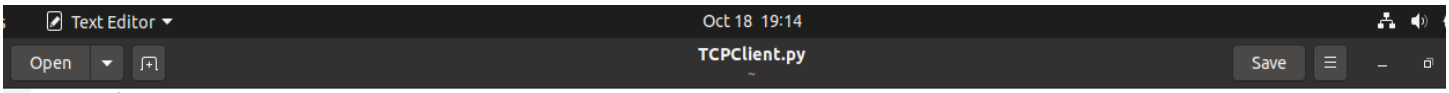
Socket Programming with TCP:-

TCPServer.py:



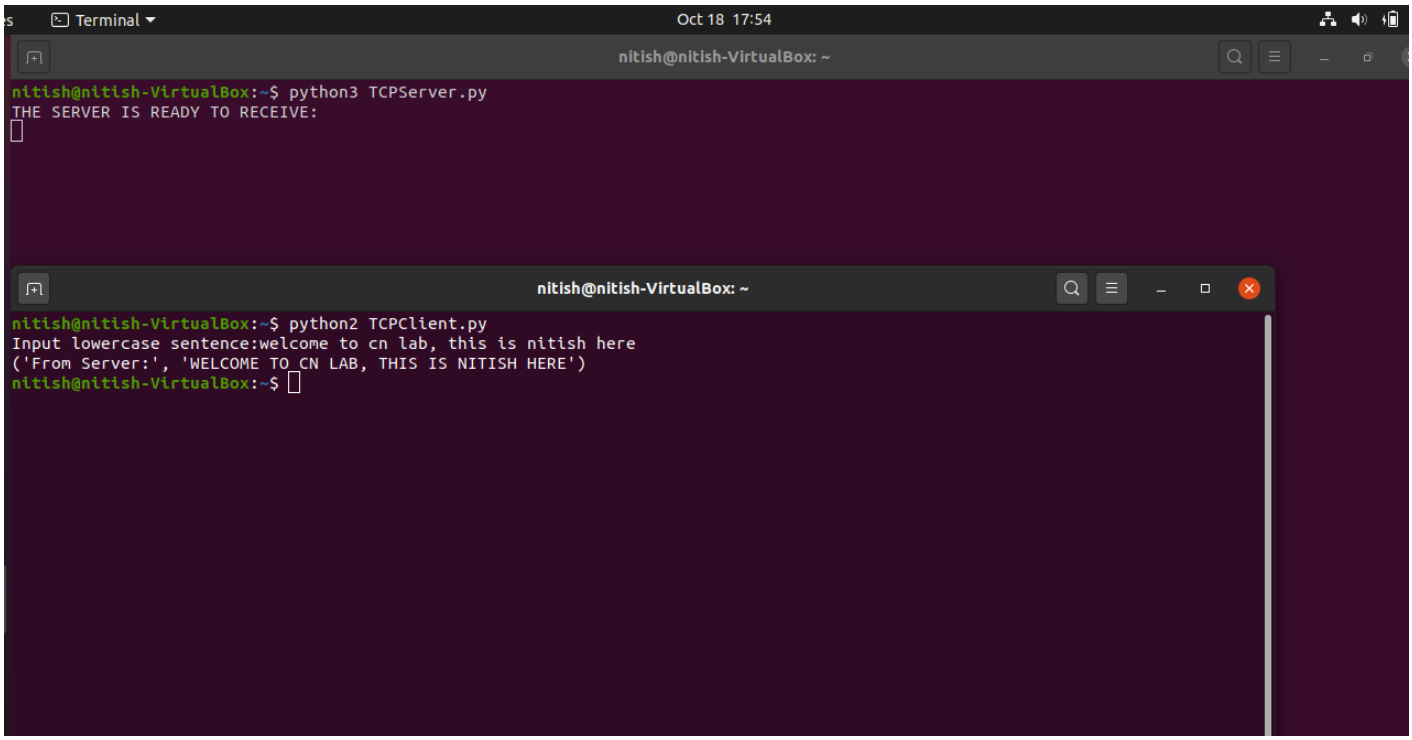

```
1 from socket import *
2 serverPort = 12000
3 serverSocket = socket(AF_INET,SOCK_STREAM)
4 serverSocket.bind(('',serverPort))
5 serverSocket.listen(1)
6 print ('THE SERVER IS READY TO RECEIVE:')
7 while 1:
8         connectionSocket, addr = serverSocket.accept()
9         sentence = connectionSocket.recv(1024)
10        capitalizedSentence = sentence.upper()
11        connectionSocket.send(capitalizedSentence)
12        connectionSocket.close()
```

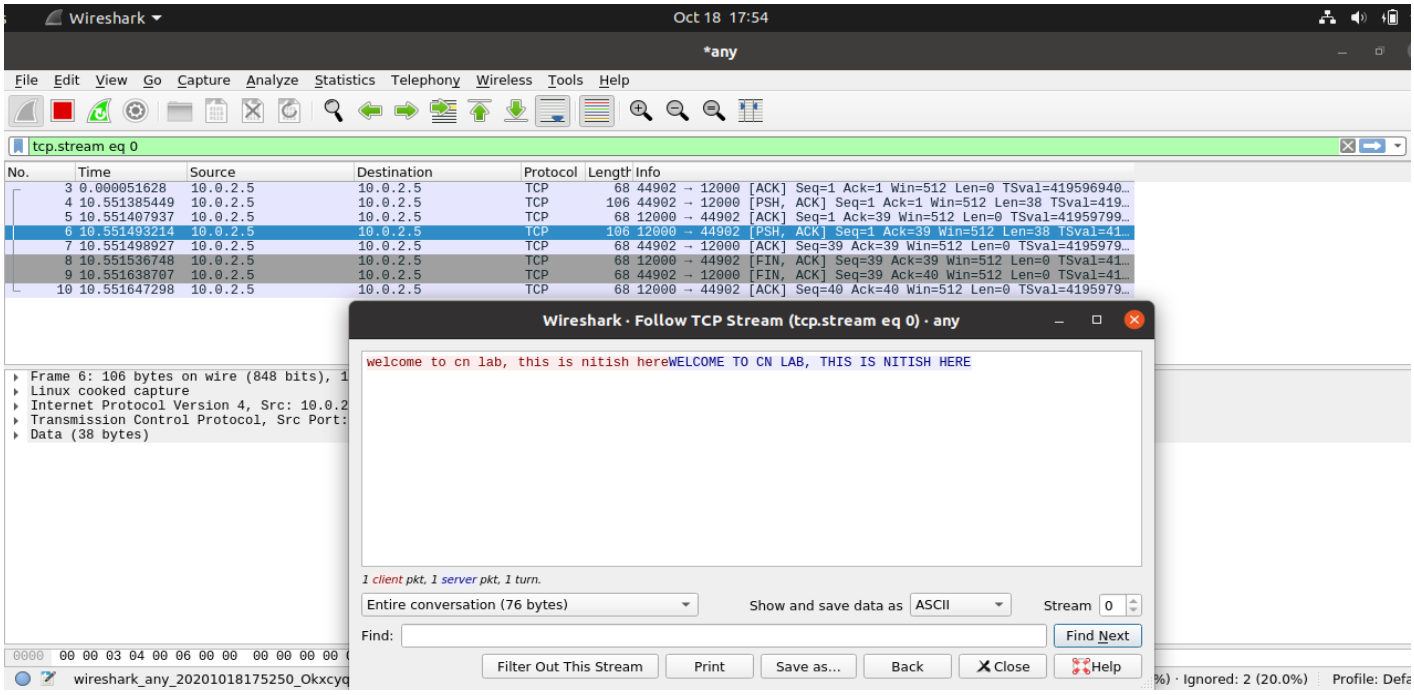
TCPClient.py:




```
1 from socket import *
2 serverName = '10.0.2.5'
3 serverPort = 12000
4 clientSocket = socket(AF_INET, SOCK_STREAM)
5 clientSocket.connect((serverName,serverPort))
6 sentence = raw_input('Input lowercase sentence:')
7 clientSocket.send(sentence)
8 modifiedSentence = clientSocket.recv(1024)
9 print ('From Server:', modifiedSentence)
10 clientSocket.close()
```

EXECUTION:

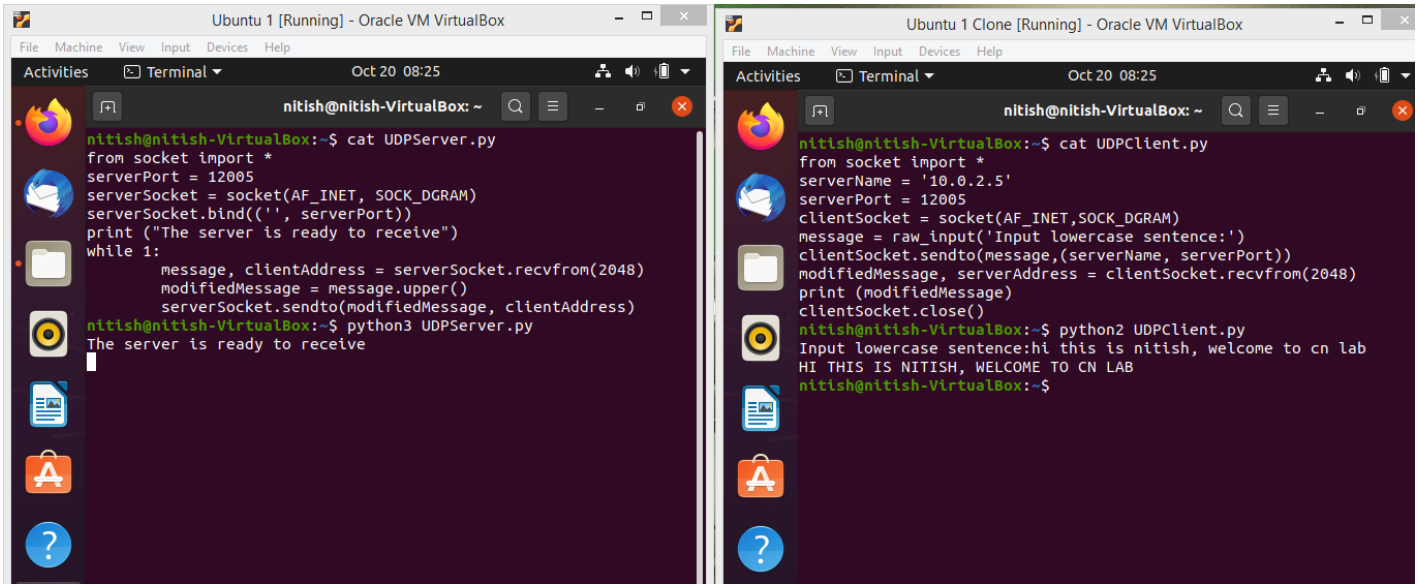

Terminal
Oct 18 17:54
nitish@nitish-VirtualBox: ~
nitish@nitish-VirtualBox:~$ python3 TCPServer.py
THE SERVER IS READY TO RECEIVE:
nitish@nitish-VirtualBox: ~
nitish@nitish-VirtualBox:~$ python2 TCPClient.py
Input lowercase sentence:welcome to cn lab, this is nitish here
('From Server:', 'WELCOME TO CN LAB, THIS IS NITISH HERE')
nitish@nitish-VirtualBox:~$

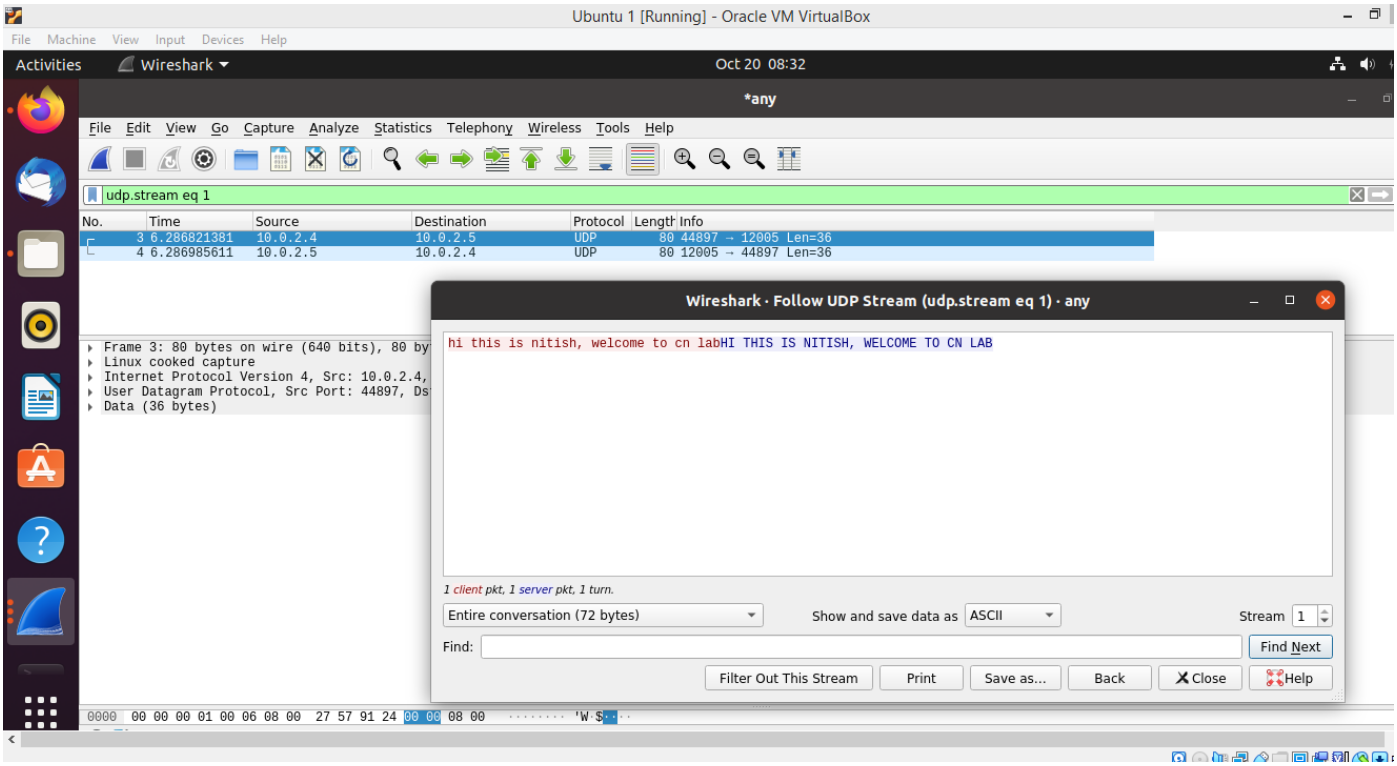

Wireshark
Oct 18 17:54
*any
File Edit View Go Capture Analyze Statistics Telephony Wireless Tools Help
tcp.stream eq 0
No. Time Source Destination Protocol Length Info
3 0.000051628 10.0.2.5 10.0.2.5 TCP 68 44902 → 12000 [ACK] Seq=1 Ack=1 Win=512 Len=0 TSval=419596940…
4 10.551385449 10.0.2.5 10.0.2.5 TCP 106 44902 → 12000 [PSH, ACK] Seq=1 Ack=1 Win=512 Len=38 TSval=419…
5 10.551407937 10.0.2.5 10.0.2.5 TCP 68 12000 → 44902 [ACK] Seq=1 Ack=39 Win=512 Len=0 TSval=41959799…
6 10.551493214 10.0.2.5 10.0.2.5 TCP 106 12000 → 44902 [PSH, ACK] Seq=1 Ack=39 Win=512 Len=38 TSval=41…
7 10.551498927 10.0.2.5 10.0.2.5 TCP 68 44902 → 12000 [ACK] Seq=39 Ack=39 Win=512 Len=0 TSval=4195979…
8 10.551536748 10.0.2.5 10.0.2.5 TCP 68 12000 → 44902 [FIN, ACK] Seq=39 Ack=39 Win=512 Len=0 TSval=41…
9 10.551638707 10.0.2.5 10.0.2.5 TCP 68 44902 → 12000 [FIN, ACK] Seq=39 Ack=40 Win=512 Len=0 TSval=41…
10 10.551647298 10.0.2.5 10.0.2.5 TCP 68 12000 → 44902 [ACK] Seq=40 Ack=40 Win=512 Len=0 TSval=4195979…
Frame 6: 106 bytes on wire (848 bits), 1
Linux cooked capture
Internet Protocol Version 4, Src: 10.0.2
Transmission Control Protocol, Src Port:
Data (38 bytes)
Wireshark · Follow TCP Stream (tcp.stream eq 0) · any
welcome to cn lab, this is nitish hereWELCOME TO CN LAB, THIS IS NITISH HERE
1 client pkt, 1 server pkt, 1 turn.
Entire conversation (76 bytes)
Show and save data as ASCII
Stream 0
Find:
Find Next
Filter Out This Stream
Print
Save as...
Back
Close
Help
wireshark_any_20201018175250_Okxcyq
%) · Ignored: 2 (20.0%)
Profile: Defa

EXECUTION OF TASK 1 Using Two VMs:-

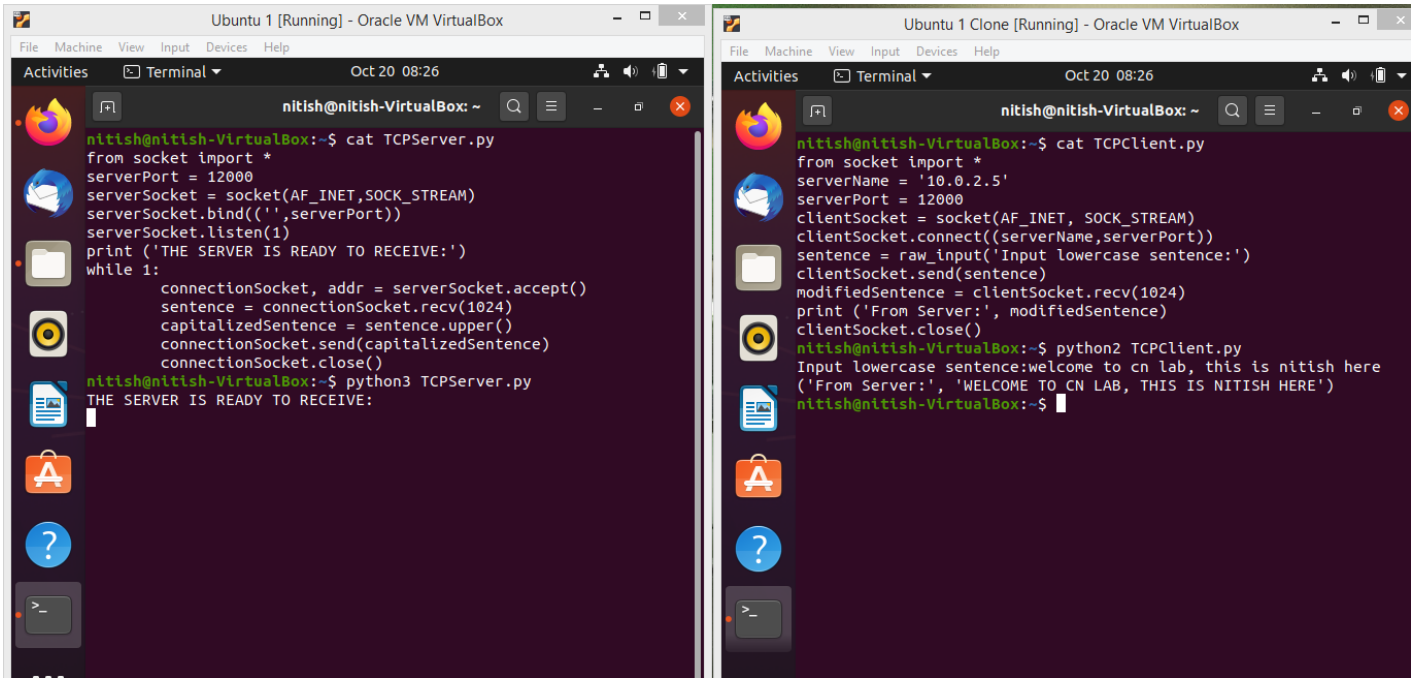
Client Machine: 10.0.2.4 (Ubuntu 1 Clone). Server Machine: 10.0.2.5 (Ubuntu 1)

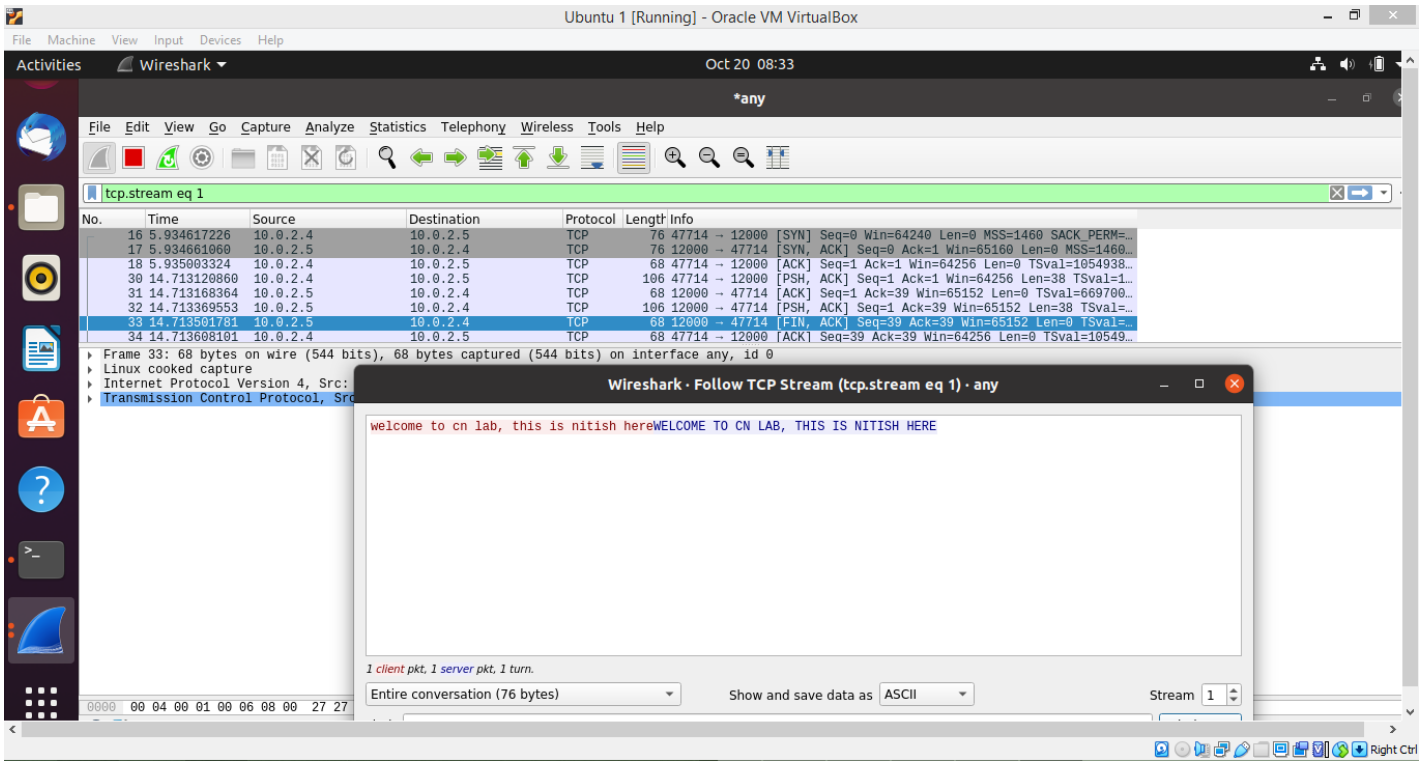
SOCKET PROGRAMMING USING UDP:-





SOCKET PROGRAMMING USING TCP:-





Problems:

Install and compile the Python programs TCPClient and UDPClient on one host and TCPServer and UDPServer on another host.

1. Suppose you run TCPClient before you run TCPServer. What happens? Why?

Ans:-

If you run TCPClient first, then the client will attempt to make a TCP connection with a non-existent server process i.e. running TCPClient without TCPServer is same as running the Client without a server. A TCP connection will not be made.

2. Suppose you run UDPClient before you run UDPServer. What happens? Why?

Ans:-

For UDP, connection is established only when there is a transaction request from Client side. So if we run Client UDP program first it should work fine. But when a transaction request is made and server isn't still running, the Client waits till server responds or till it gets response.

3. What happens if you use different port numbers for the client and server sides?

Ans:-

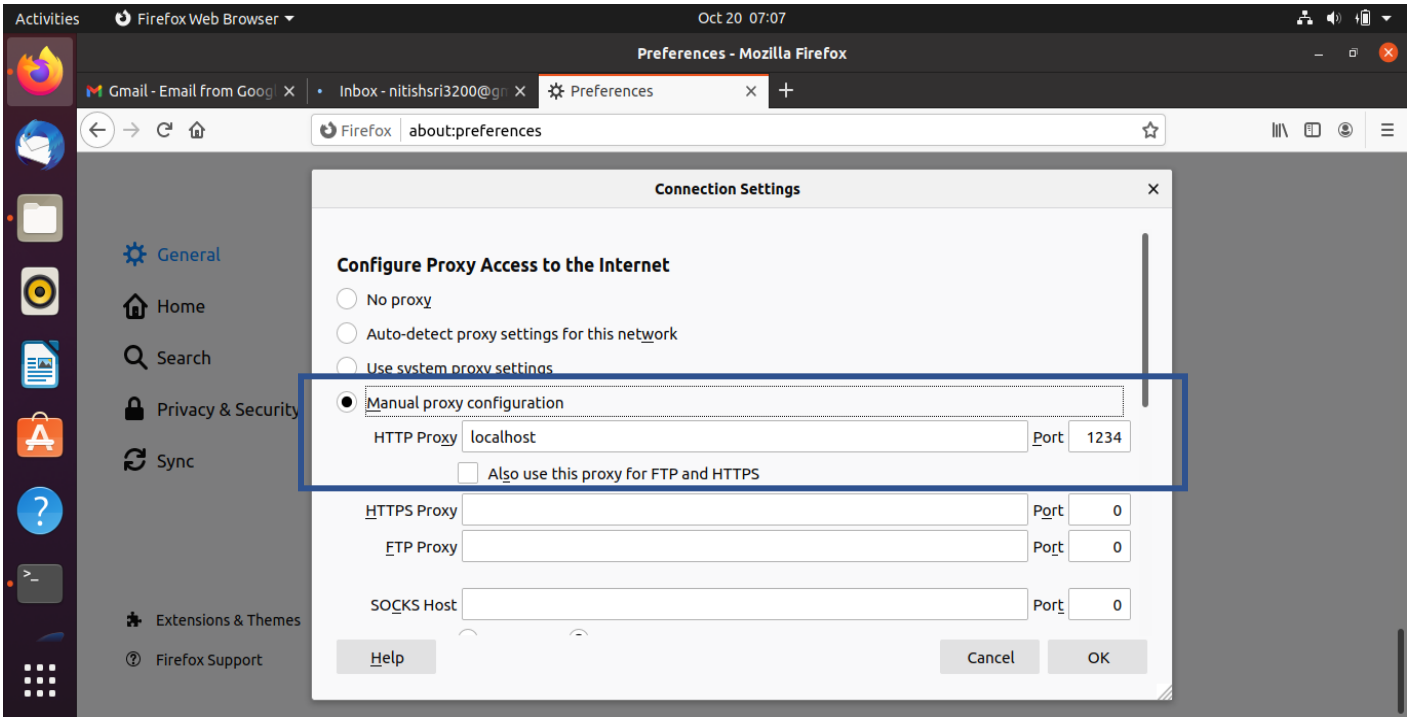
Using different ports is same like using no servers or clients. For TCP, connection won't be established and for UDP it will work fine but will wait infinitely until response is received.

TASK – 3: Multi-Threaded Web Proxy

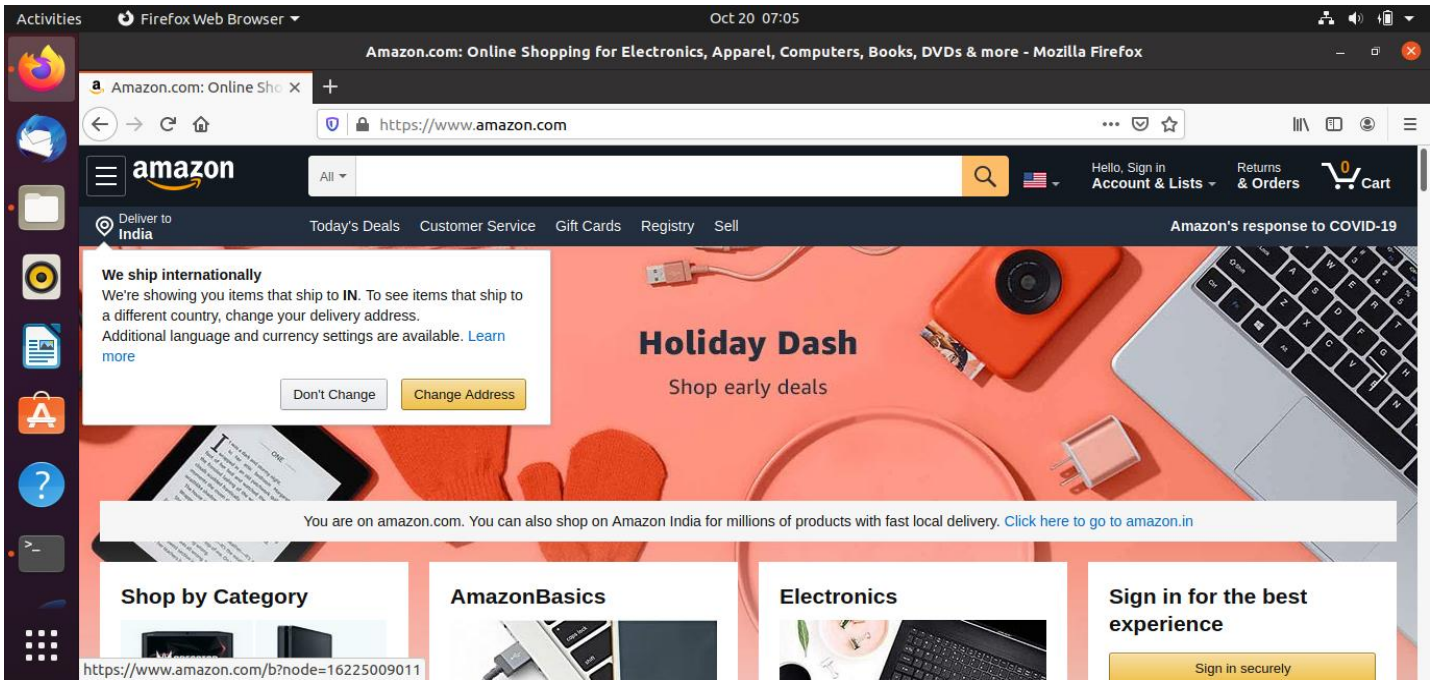
In this assignment, you will develop a Web proxy. When your proxy receives an HTTP request for an object from a browser, it generates a new HTTP request for the same object and sends it to the origin server. When the proxy receives the corresponding HTTP response with the object from the origin server, it creates a new HTTP response, including the object, and sends it to the client. This proxy will be multi-threaded, so that it will be able to handle multiple requests at the same time.
For this assignment, the companion Web site provides the skeleton code for the proxy server. Your job is to complete the code, and then test it by having different browsers request Web objects via your proxy.

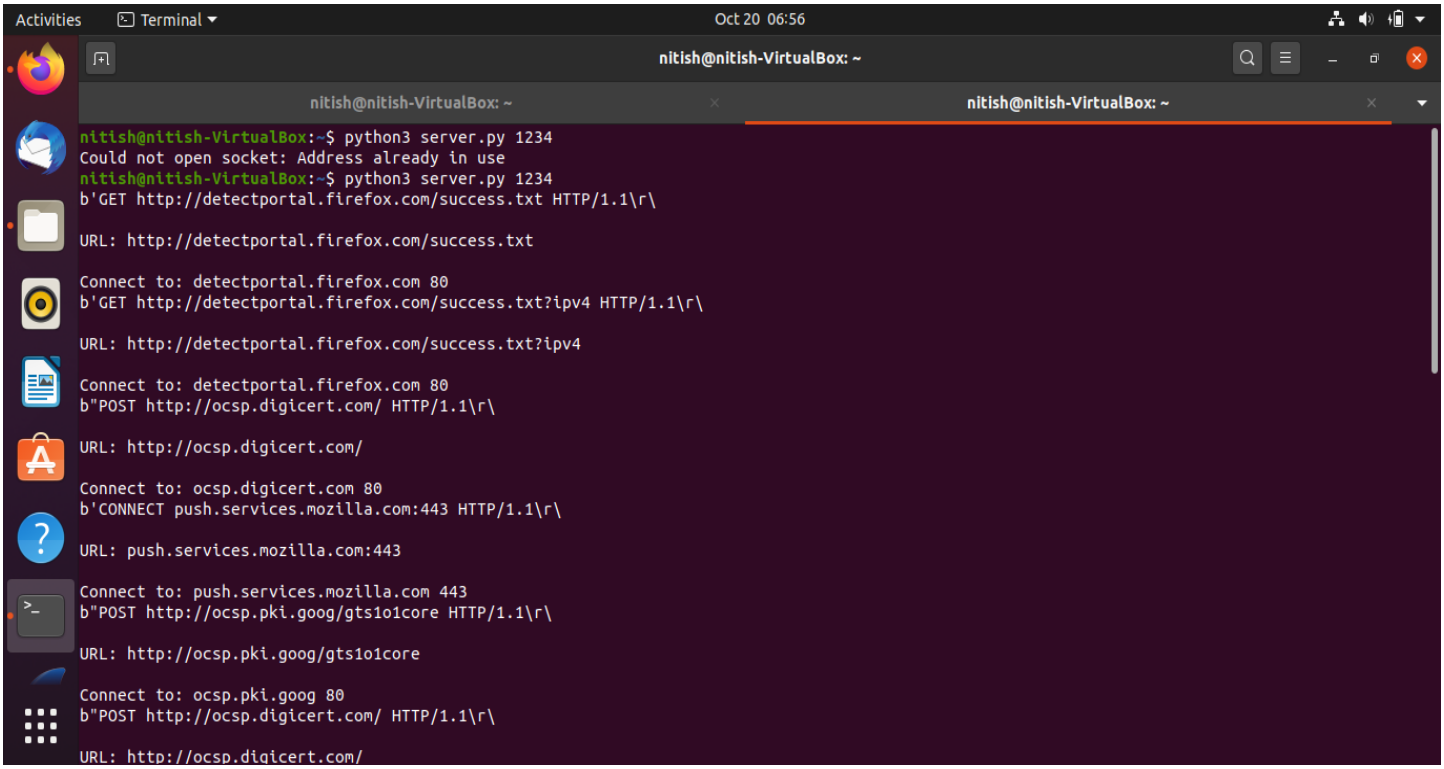
Attached along with the submission ProxyServer.py file.

CONFIGURATIONS ON THE BROWSER:-

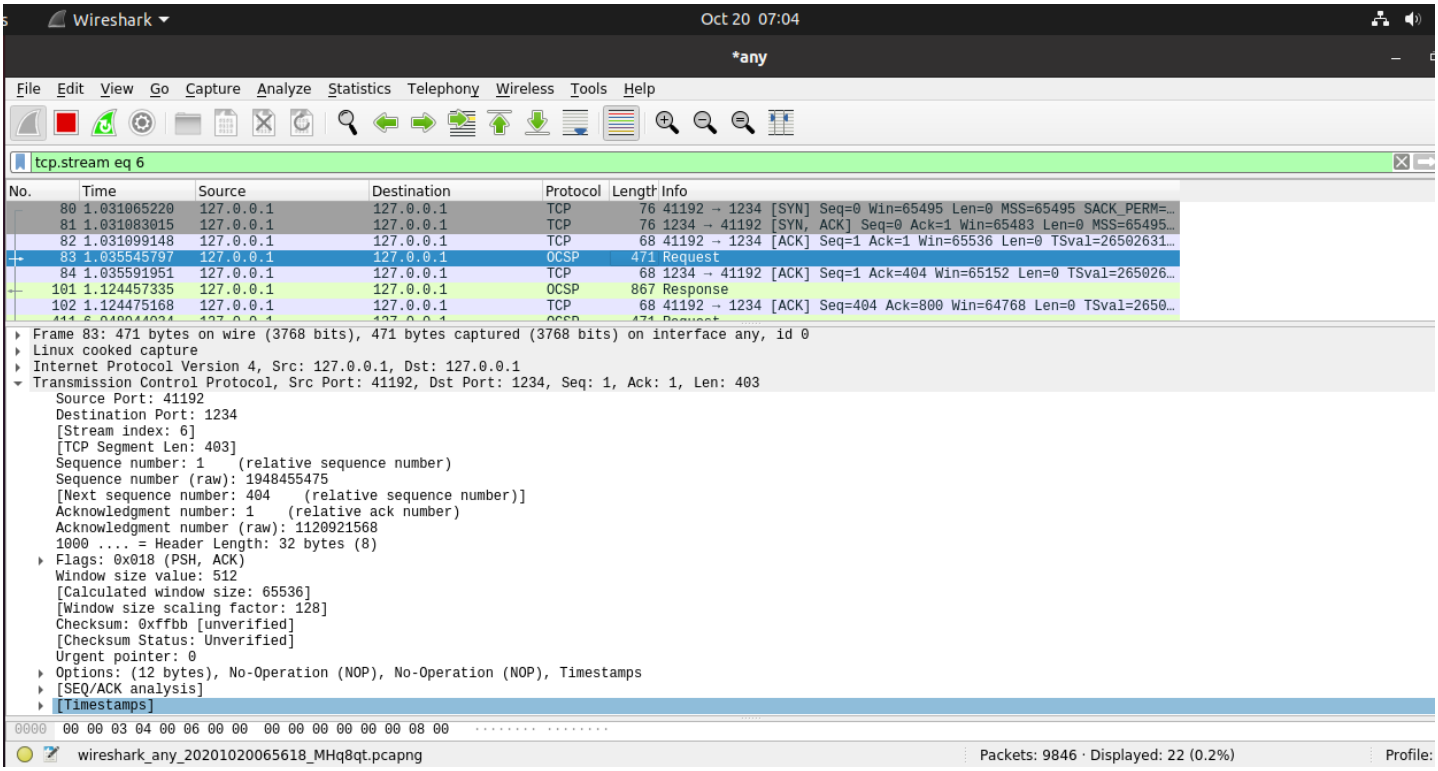


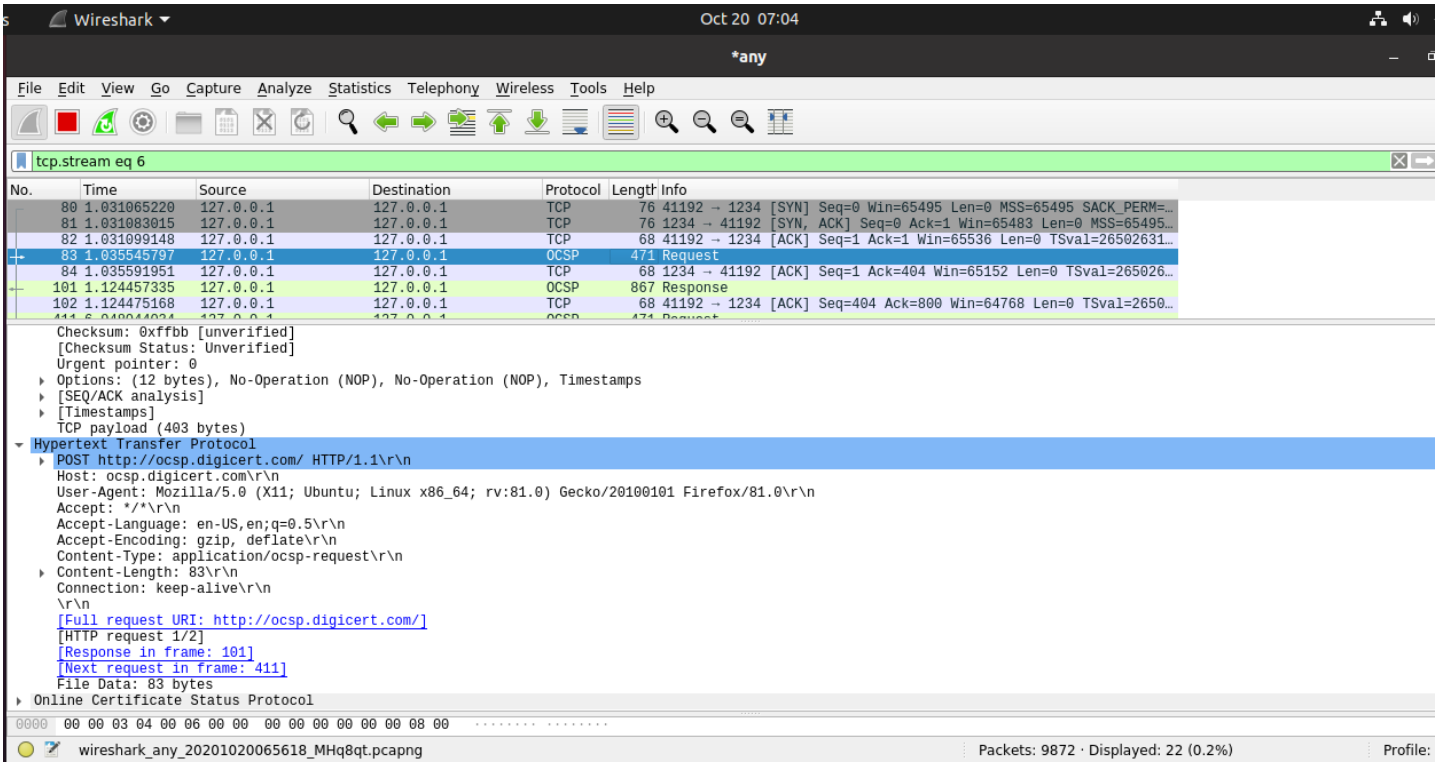
www.amazon.com on the browser

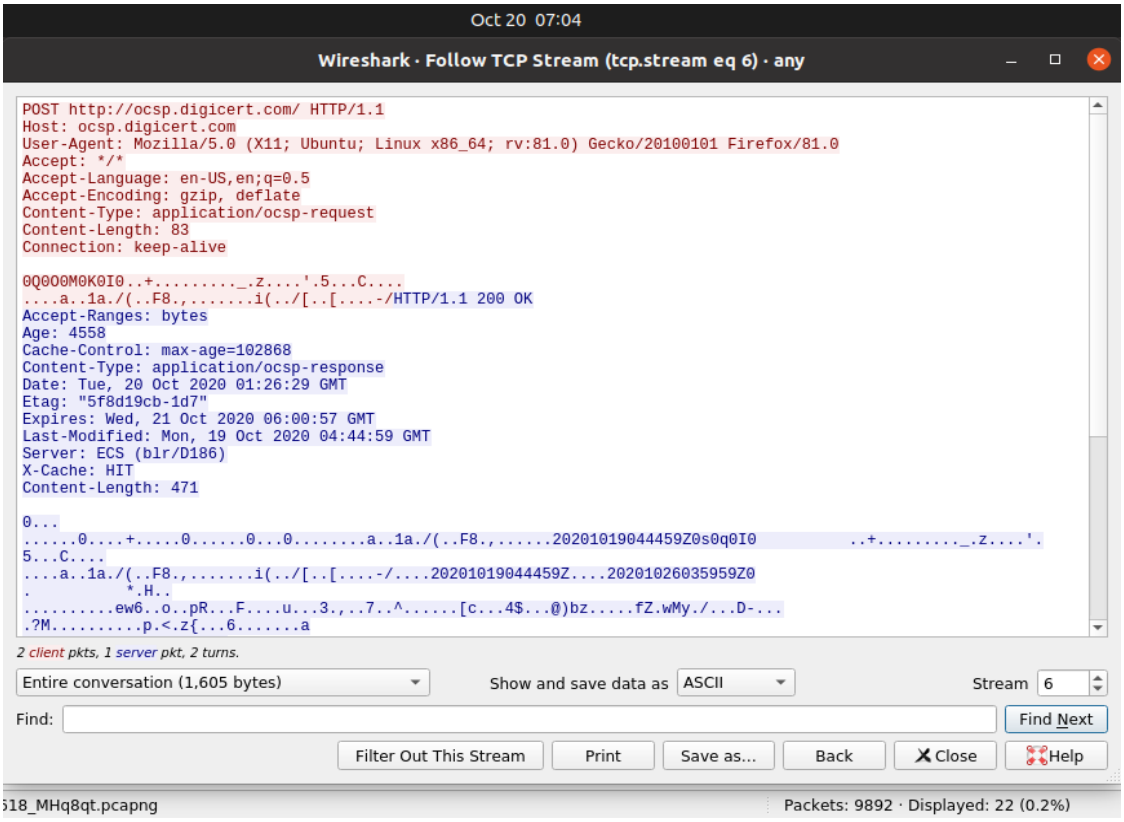




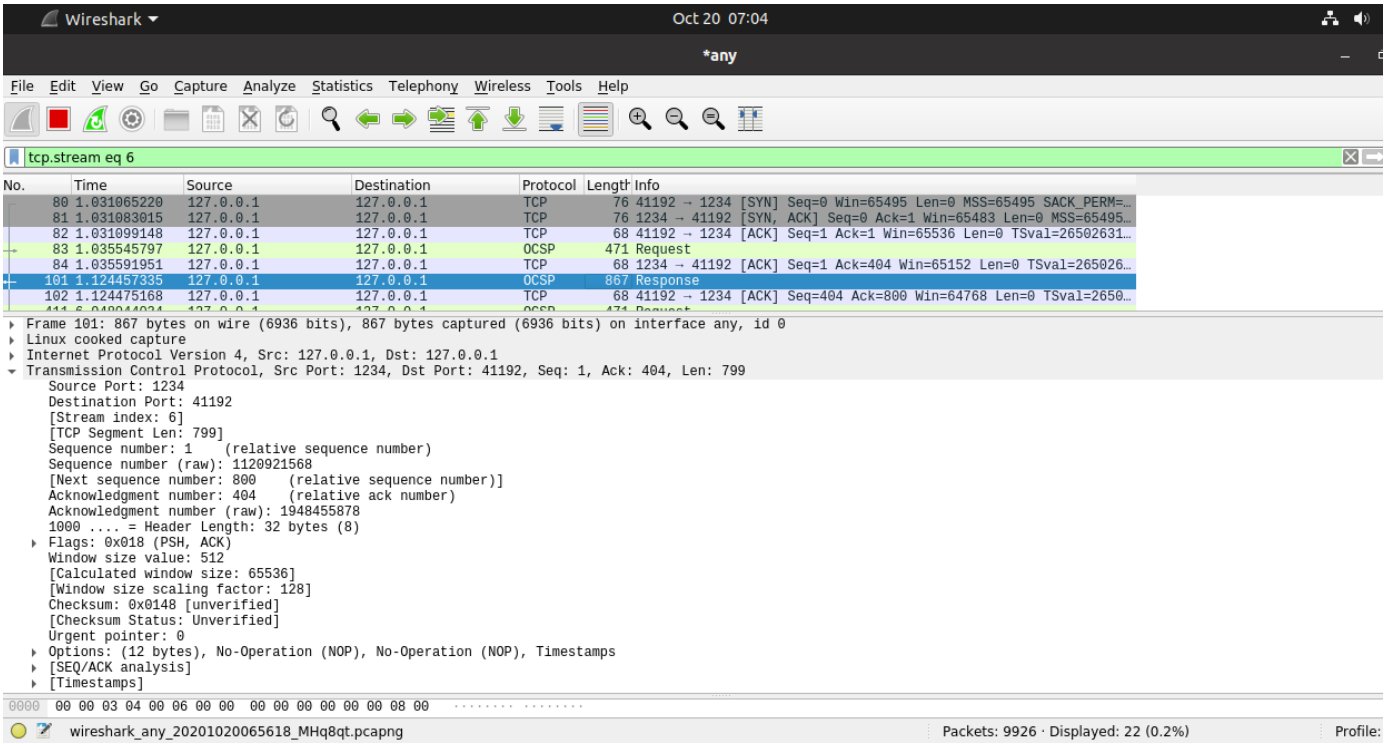
Wireshark capture: OCSP Request Message

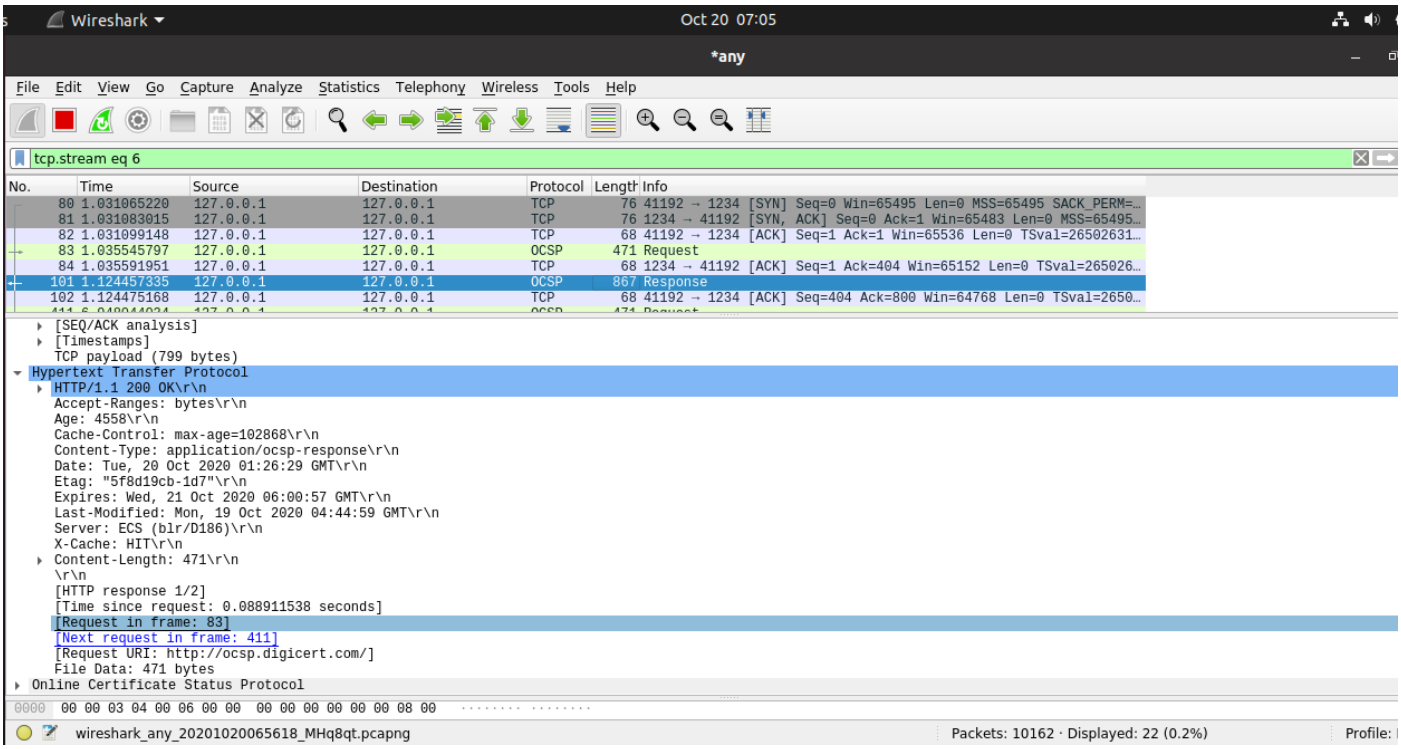


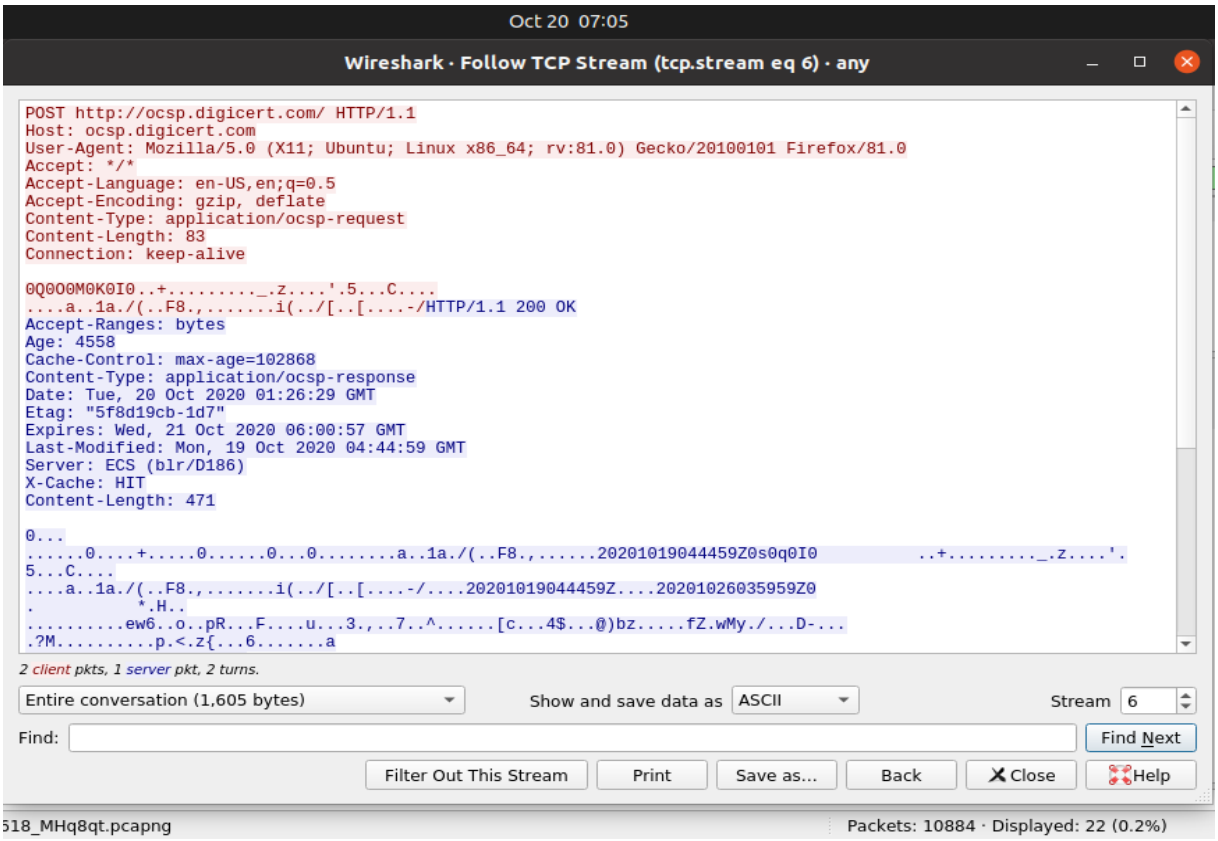




Wireshark capture: OCSP Response Message




Wireshark
Oct 20 07:05
*any
File Edit View Go Capture Analyze Statistics Telephony Wireless Tools Help
tcp.stream eq 6
No. Time Source Destination Protocol Length Info
80 1.031065220 127.0.0.1 127.0.0.1 TCP 76 41192 → 1234 [SYN] Seq=0 Win=65495 Len=0 MSS=65495 SACK_PERM=…
81 1.031083015 127.0.0.1 127.0.0.1 TCP 76 1234 → 41192 [SYN, ACK] Seq=0 Ack=1 Win=65483 Len=0 MSS=65495…
82 1.031099148 127.0.0.1 127.0.0.1 TCP 68 41192 → 1234 [ACK] Seq=1 Ack=1 Win=65536 Len=0 TSval=26502631…
83 1.035545797 127.0.0.1 127.0.0.1 OCSP 471 Request
84 1.035591951 127.0.0.1 127.0.0.1 TCP 68 1234 → 41192 [ACK] Seq=1 Ack=404 Win=65152 Len=0 TSval=265026…
101 1.124457335 127.0.0.1 127.0.0.1 OCSP 867 Response
102 1.124475168 127.0.0.1 127.0.0.1 TCP 68 41192 → 1234 [ACK] Seq=404 Ack=800 Win=64768 Len=0 TSval=2650…
[SEQ/ACK analysis]
[Timestamps]
TCP payload (799 bytes)
Hypertext Transfer Protocol
HTTP/1.1 200 OK\r\n
Accept-Ranges: bytes\r\n
Age: 4558\r\n
Cache-Control: max-age=102868\r\n
Content-Type: application/ocsp-response\r\n
Date: Tue, 20 Oct 2020 01:26:29 GMT\r\n
Etag: "5f8d19cb-1d7"\r\n
Expires: Wed, 21 Oct 2020 06:00:57 GMT\r\n
Last-Modified: Mon, 19 Oct 2020 04:44:59 GMT\r\n
Server: ECS (blr/D186)\r\n
X-Cache: HIT\r\n
Content-Length: 471\r\n
\r\n
[HTTP response 1/2]
[Time since request: 0.088911538 seconds]
[Request in frame: 83]
[Next request in frame: 411]
[Request URI: http://ocsp.digicert.com/]
File Data: 471 bytes
Online Certificate Status Protocol
0000 00 00 03 04 00 06 00 00 00 00 00 00 00 00 08 00
wireshark_any_20201020065618_MHq8qt.pcapng
Packets: 10162 · Displayed: 22 (0.2%)
Profile:


Oct 20 07:05
Wireshark · Follow TCP Stream (tcp.stream eq 6) · any
POST http://ocsp.digicert.com/ HTTP/1.1
Host: ocsp.digicert.com
User-Agent: Mozilla/5.0 (X11; Ubuntu; Linux x86_64; rv:81.0) Gecko/20100101 Firefox/81.0
Accept: */*
Accept-Language: en-US,en;q=0.5
Accept-Encoding: gzip, deflate
Content-Type: application/ocsp-request
Content-Length: 83
Connection: keep-alive
0Q0O0M0K0I0..+....._.z....'.5...C....
....a..1a./(..F8.,.....i(../[..[....-/HTTP/1.1 200 OK
Accept-Ranges: bytes
Age: 4558
Cache-Control: max-age=102868
Content-Type: application/ocsp-response
Date: Tue, 20 Oct 2020 01:26:29 GMT
Etag: "5f8d19cb-1d7"
Expires: Wed, 21 Oct 2020 06:00:57 GMT
Last-Modified: Mon, 19 Oct 2020 04:44:59 GMT
Server: ECS (blr/D186)
X-Cache: HIT
Content-Length: 471
0...
.....0....+.....0.....0...0.....a..1a./(..F8.,.....20201019044459Z0s0q0I0 ..+....._.z....'.
5...C....
....a..1a./(..F8.,.....i(../[..[....-/....20201019044459Z....20201026035959Z0
. *.H..
.....ew6..o..pR...F....u...3.,..7..^.....[c...4$...@)bz.....fZ.wMy./...D-...
.?M.....p.<.z{...6.....a
2 client pkts, 1 server pkt, 2 turns.
Entire conversation (1,605 bytes)
Show and save data as ASCII
Stream 6
Find:
Find Next
Filter Out This Stream
Print
Save as...
Back
Close
Help
518_MHq8qt.pcapng
Packets: 10884 · Displayed: 22 (0.2%)

Report:

The proxy sits between the client (usually web browser) and the server (web server). In our simple case, the client sends all its requests to the proxy instead of sending requests directly to the server. The proxy then opens a connection to the server, and passes on the client's request. Then when the proxy receives the reply from the server, it sends that reply back to the client. There are several reasons we use proxy for our browser: Performance (the proxy caches the pages that it fetched), Content Filtering and Transformation (block access to certain domain, reformat web pages), and Privacy.

In the main function, we create a socket to listen requests from client (web browser). The port of the socket is the command argument of the program. Since the proxy needs to handle multiple clients at the same time, we need to implement multi-threading for it. Whenever the proxy received a request from client, it creates a thread to handle the request t**hread.start_new_thread(proxy_thread, (conn, client_addr)).**

The proxy_thread function firstly parse the web server URL and port (if the port is not defined, default port 80 will be used). For example, the first line of the request from client is **GET http://www.amazon.com/ HTTP/1.1** we need to parse the URL **www.amazon.com**. When the URL is ready, the proxy just create a connection to server using the URL, send the request to it to receive back resulted web page and then send the web page to web browser.