

COMPUTER NETWORKS LABORATORY

By:

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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

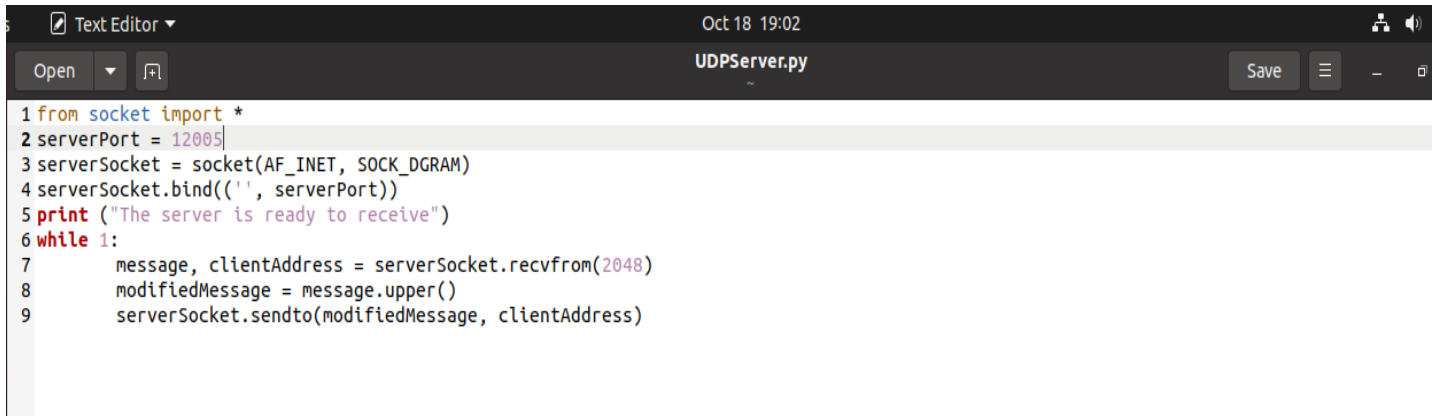
Sockets are just the **endpoints of a two-way communication link** in a network. Socket helps in the communication of two processes/programs on a network (eg. Internet). The programs can communicate by reading/writing via their sockets. A socket comprises of: *IP Address & Port number*.

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:



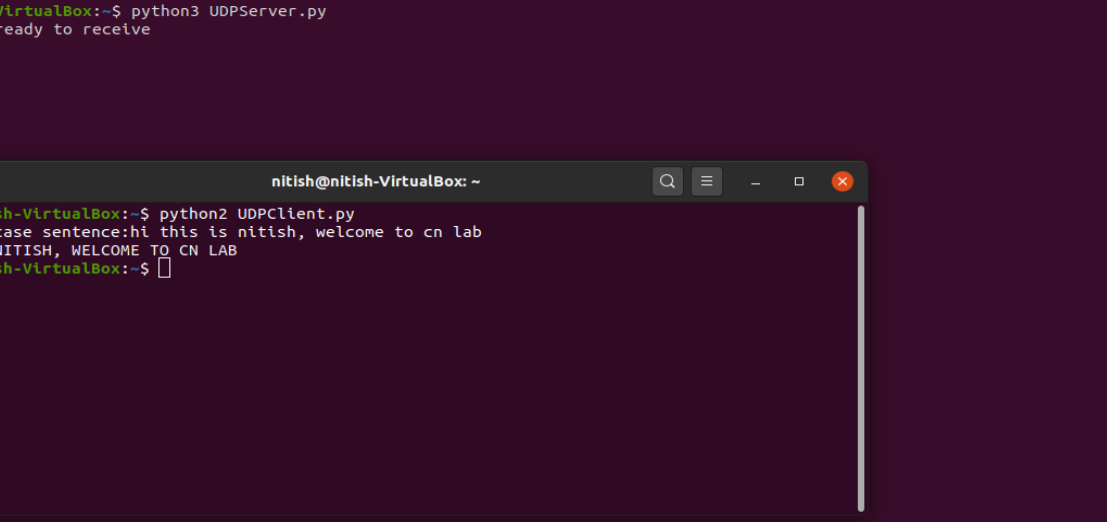
```
1 from socket import *
2 serverPort = 12005
3 serverSocket = socket(AF_INET, SOCK_DGRAM)
4 serverSocket.bind(('', serverPort))
5 print("The server is ready to receive")
6 while 1:
7     message, clientAddress = serverSocket.recvfrom(2048)
8     modifiedMessage = message.upper()
9     serverSocket.sendto(modifiedMessage,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



The screenshot displays a terminal window with a dark purple background. At the top, a status bar shows 'Terminal' on the left, 'Oct 18 17:45' in the center, and system icons on the right. The terminal title bar reads 'nitish@nitish-VirtualBox: ~'. The main content area shows the following sequence of commands and output:

```
nitish@nitish-VirtualBox:~$ python3 UDPServer.py
The server is ready to receive

```


Below this, a second terminal window is shown, also titled 'nitish@nitish-VirtualBox: ~'. It contains the following commands and output:

```
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:~$
```

The screenshot shows the Wireshark network protocol analyzer interface. At the top, the title bar reads "Wireshark". The main menu includes File, Edit, View, Go, Capture, Analyze, Statistics, Telephony, Wireless, Tools, and Help. Below the menu is a toolbar with various icons for packet capture and analysis. The packet list pane shows a single packet, "udp.stream eq 0", with a time of 0.000000000 and a source of 10.0.2.5. The packet details pane shows the packet structure: Ethernet II, Internet Protocol Version 4, User Datagram Protocol, and Data (36 bytes). The packet bytes pane shows the raw data in hexadecimal and ASCII. A packet capture window is open, displaying the packet details and the packet bytes pane. The packet details pane shows the packet structure: Ethernet II, Internet Protocol Version 4, User Datagram Protocol, and Data (36 bytes). The packet bytes pane shows the raw data in hexadecimal and ASCII. The packet capture window is titled "Wireshark - Follow UDP Stream (udp.stream eq 0) - any". It displays the packet details and the packet bytes pane. The packet details pane shows the packet structure: Ethernet II, Internet Protocol Version 4, User Datagram Protocol, and Data (36 bytes). The packet bytes pane shows the raw data in hexadecimal and ASCII.

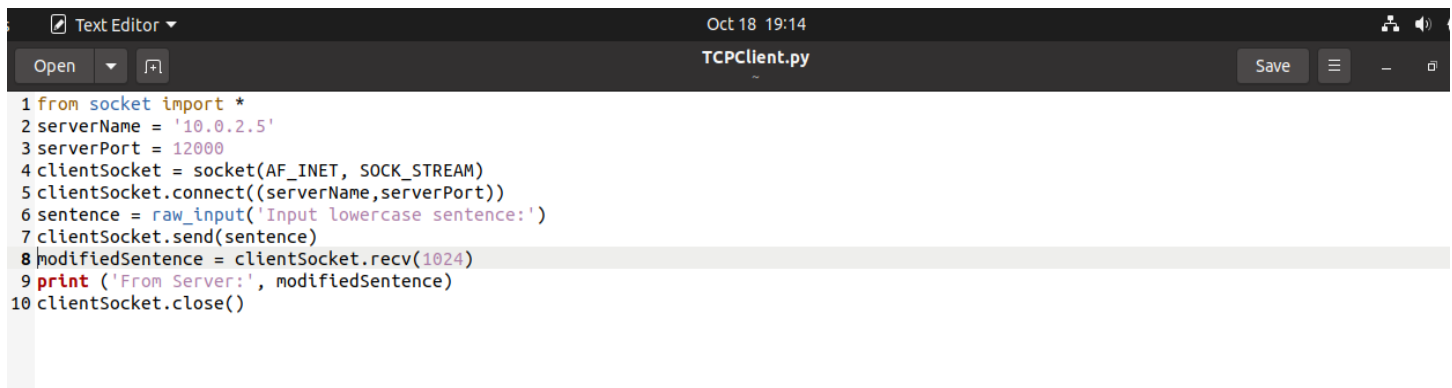
Socket Programming with TCP:-

TCPServer.py:

A screenshot of a text editor window titled 'Text Editor' with a timestamp of 'Oct 18 19:13'. The file name 'TCPServer.py' is displayed in the title bar. The code is as follows:

```
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:

A screenshot of a text editor window titled 'Text Editor' with a timestamp of 'Oct 18 19:14'. The file name 'TCPClient.py' is displayed in the title bar. The code is as follows:

```
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:~$ 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	10.551530748	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), 100 bytes captured (800 bits) on interface eth0, interface id 0
Linux cooked capture
Internet Protocol Version 4, Src: 10.0.2.5, Dst: 10.0.2.5
Transmission Control Protocol, Src Port: 12000, Dst Port: 44902
Data (38 bytes)

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

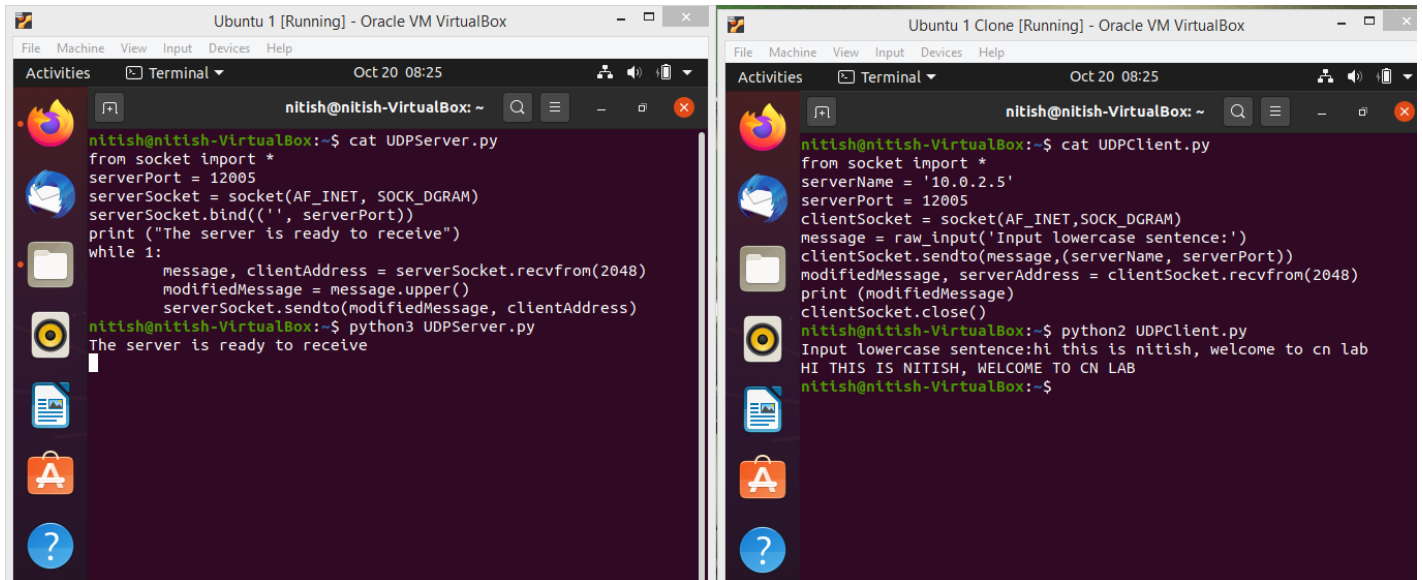
Filter Out This Stream Print Save as... Back Close Help

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)

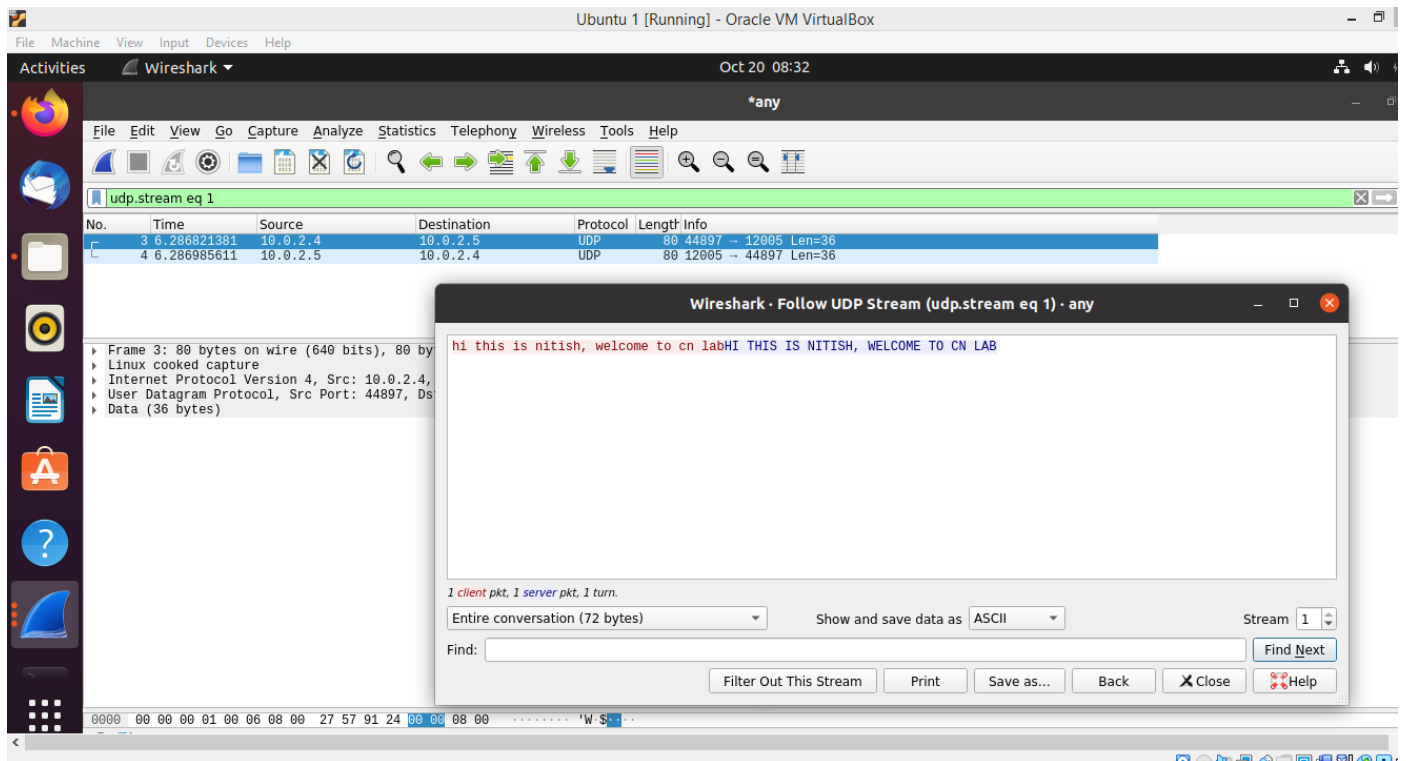
SOCKET PROGRAMMING USING UDP:-



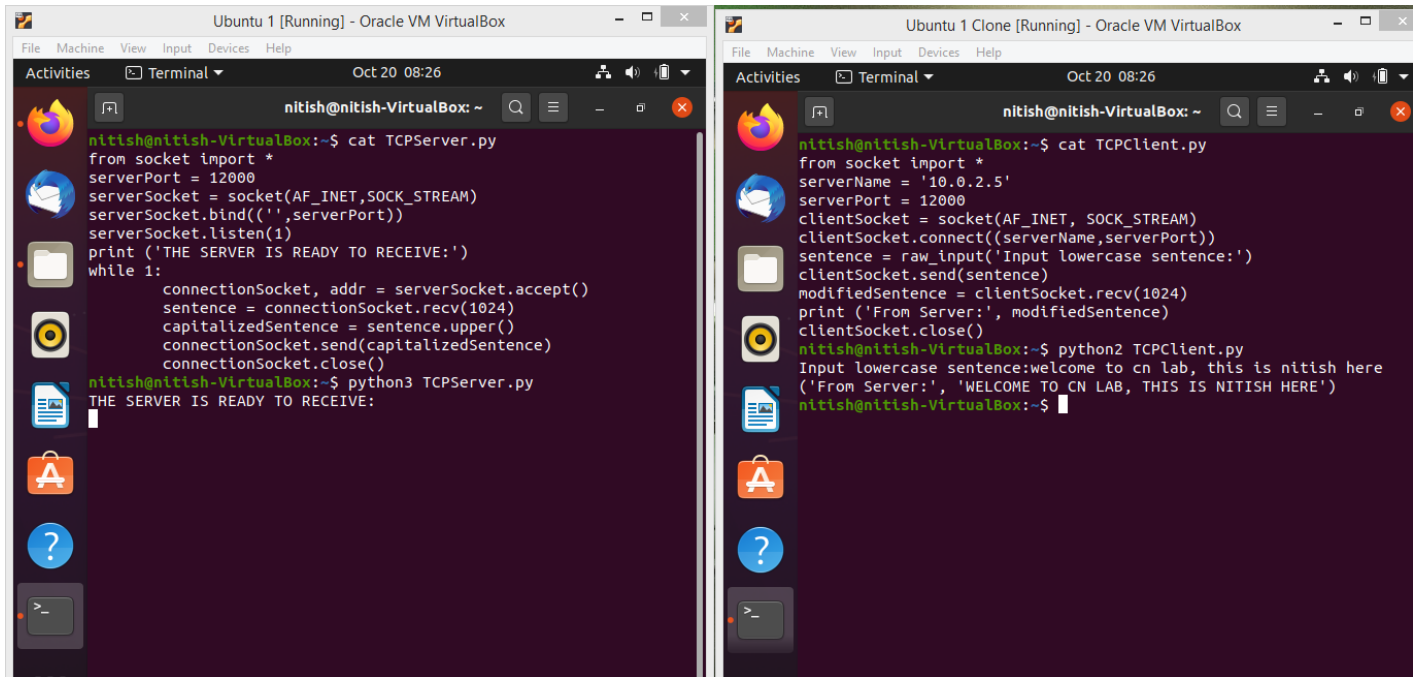
The image shows two terminal windows from Oracle VM VirtualBox. The left window is titled 'Ubuntu 1 [Running] - Oracle VM VirtualBox' and shows the execution of a UDP server program. The right window is titled 'Ubuntu 1 Clone [Running] - Oracle VM VirtualBox' and shows the execution of a UDP client program.

```
nitish@nitish-VirtualBox:~$ cat UDPServer.py
from socket import *
serverPort = 12005
serverSocket = socket(AF_INET, SOCK_DGRAM)
serverSocket.bind(('', serverPort))
print("The server is ready to receive")
while 1:
    message, clientAddress = serverSocket.recvfrom(2048)
    modifiedMessage = message.upper()
    serverSocket.sendto(modifiedMessage, clientAddress)
nitish@nitish-VirtualBox:~$ python3 UDPServer.py
The server is ready to receive
```

```
nitish@nitish-VirtualBox:~$ cat UDPClient.py
from socket import *
serverName = '10.0.2.5'
serverPort = 12005
clientSocket = socket(AF_INET, SOCK_DGRAM)
message = raw_input('Input lowercase sentence:')
clientSocket.sendto(message, (serverName, serverPort))
modifiedMessage, serverAddress = clientSocket.recvfrom(2048)
print(modifiedMessage)
clientSocket.close()
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:~$
```



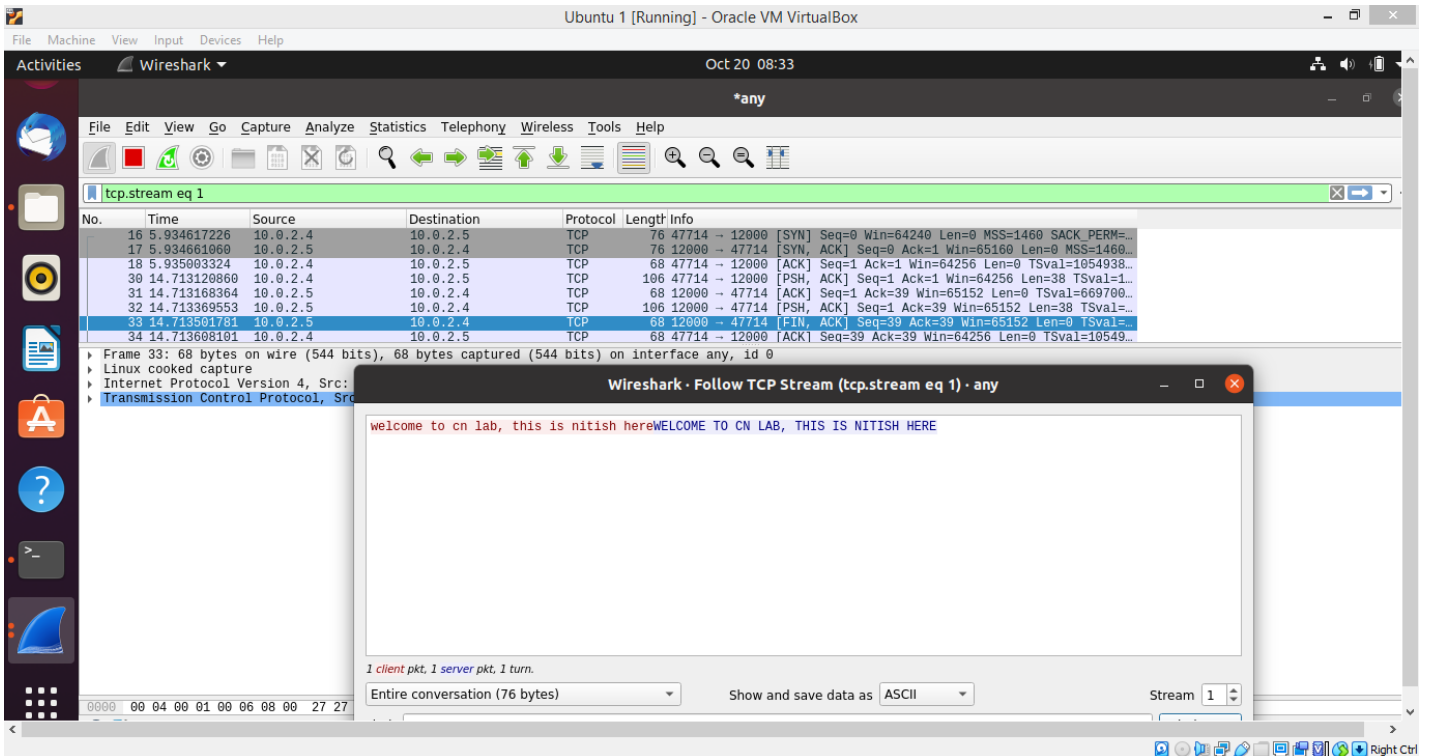
SOCKET PROGRAMMING USING TCP:-



The image shows two terminal windows from an Oracle VM VirtualBox. The left window, titled 'Ubuntu 1 [Running] - Oracle VM VirtualBox', shows the execution of a TCP server script. The user runs 'cat TCPServer.py' and then 'python3 TCPServer.py'. The output shows the server is ready to receive. The right window, titled 'Ubuntu 1 Clone [Running] - Oracle VM VirtualBox', shows the execution of a TCP client script. The user runs 'cat TCPClient.py' and then 'python2 TCPClient.py'. The output shows the client sending a message and receiving a response from the server.

```
nitish@nitish-VirtualBox:~$ cat TCPServer.py
from socket import *
serverPort = 12000
serverSocket = socket(AF_INET, SOCK_STREAM)
serverSocket.bind(('', serverPort))
serverSocket.listen(1)
print('THE SERVER IS READY TO RECEIVE:')
while 1:
    connectionSocket, addr = serverSocket.accept()
    sentence = connectionSocket.recv(1024)
    capitalizedSentence = sentence.upper()
    connectionSocket.send(capitalizedSentence)
    connectionSocket.close()
nitish@nitish-VirtualBox:~$ python3 TCPServer.py
THE SERVER IS READY TO RECEIVE:

nitish@nitish-VirtualBox:~$ cat TCPClient.py
from socket import *
serverName = '10.0.2.5'
serverPort = 12000
clientSocket = socket(AF_INET, SOCK_STREAM)
clientSocket.connect((serverName, serverPort))
sentence = raw_input('Input lowercase sentence:')
clientSocket.send(sentence)
modifiedSentence = clientSocket.recv(1024)
print('From Server:', modifiedSentence)
clientSocket.close()
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:~$
```



The image shows a Wireshark packet capture window titled 'Ubuntu 1 [Running] - Oracle VM VirtualBox'. The capture is on interface 'any' and shows a TCP stream. The packet list shows several packets, including a SYN packet, an ACK packet, and a data packet. The packet details pane shows the selected packet (No. 33) and its details. The packet bytes pane shows the raw data of the selected packet. A 'Follow TCP Stream' window is open, showing the data received by the client: 'welcome to cn lab, this is nitish hereWELCOME TO CN LAB, THIS IS NITISH HERE'.

No.	Time	Source	Destination	Protocol	Length	Info
16	5.934617226	10.0.2.4	10.0.2.5	TCP	76	47714 → 12000 [SYN] Seq=0 Win=64240 Len=0 MSS=1460 SACK_PERM=...
17	5.934661060	10.0.2.5	10.0.2.4	TCP	76	12000 → 47714 [SYN, ACK] Seq=0 Ack=1 Win=65160 Len=0 MSS=1460...
18	5.935003324	10.0.2.4	10.0.2.5	TCP	68	47714 → 12000 [ACK] Seq=1 Ack=1 Win=64256 Len=0 TSval=1054938...
30	14.713120860	10.0.2.4	10.0.2.5	TCP	106	47714 → 12000 [PSH, ACK] Seq=1 Ack=1 Win=64256 Len=38 TSval=1...
31	14.713168364	10.0.2.5	10.0.2.4	TCP	68	12000 → 47714 [ACK] Seq=1 Ack=39 Win=65152 Len=0 TSval=669700...
32	14.713369553	10.0.2.5	10.0.2.4	TCP	106	12000 → 47714 [PSH, ACK] Seq=1 Ack=39 Win=65152 Len=38 TSval=...
33	14.713501781	10.0.2.5	10.0.2.4	TCP	68	12000 → 47714 [FIN, ACK] Seq=39 Ack=39 Win=65152 Len=0 TSval=...
34	14.713608101	10.0.2.4	10.0.2.5	TCP	68	47714 → 12000 [ACK] Seq=39 Ack=39 Win=64256 Len=0 TSval=10549...

Frame 33: 68 bytes on wire (544 bits), 68 bytes captured (544 bits) on interface any, id 0
Linux cooked capture
Internet Protocol Version 4, Src: 10.0.2.5, Dst: 10.0.2.4
Transmission Control Protocol, Src Port: 12000, Dst Port: 47714

Follow TCP Stream (tcp.stream eq 1) · 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 1

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.

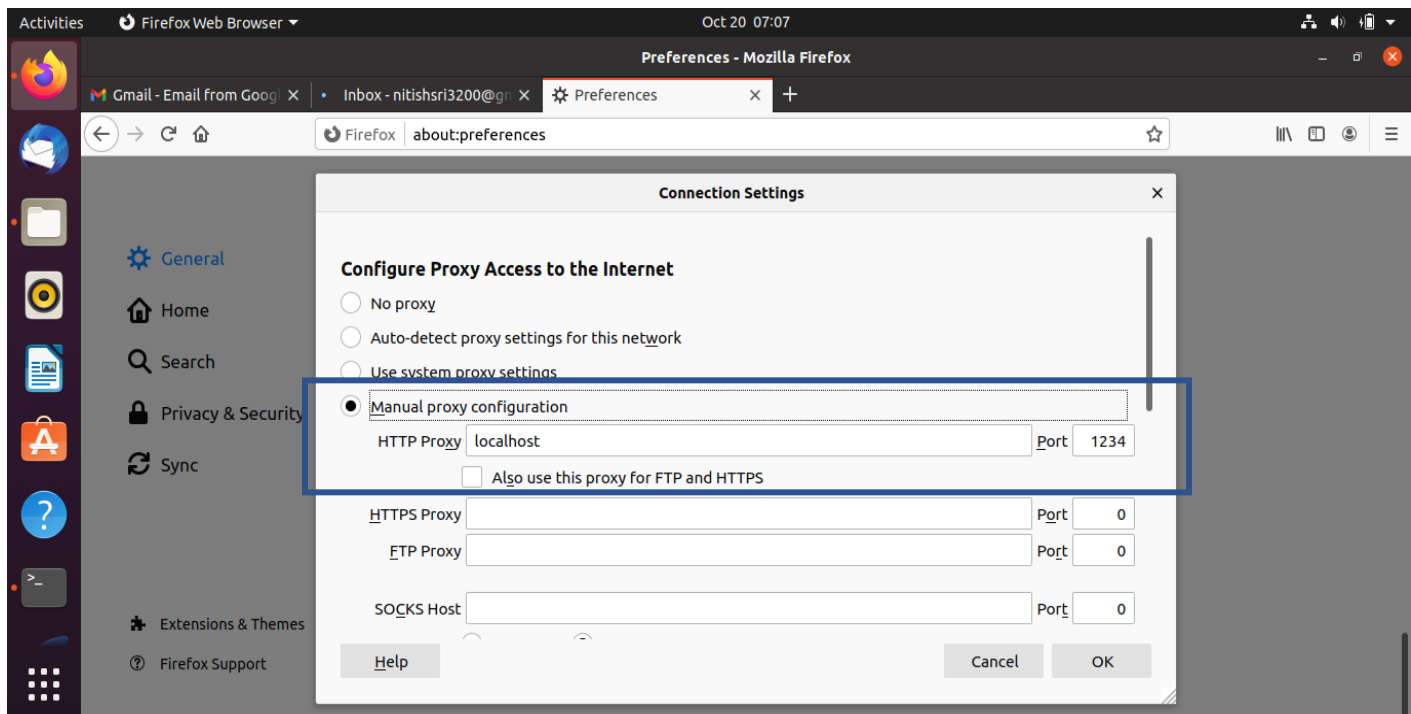
TASK – 3: Multi-Threaded Web Proxy

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.

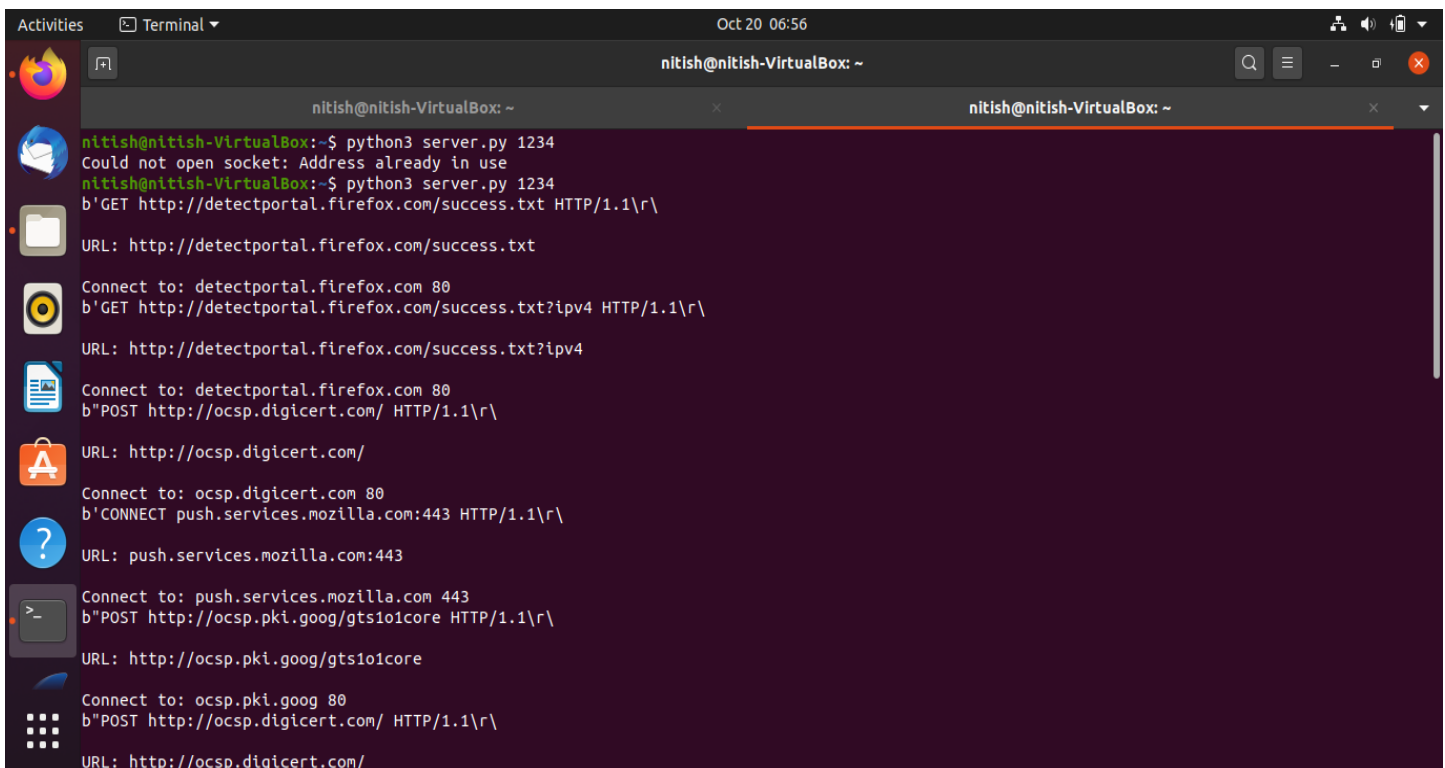
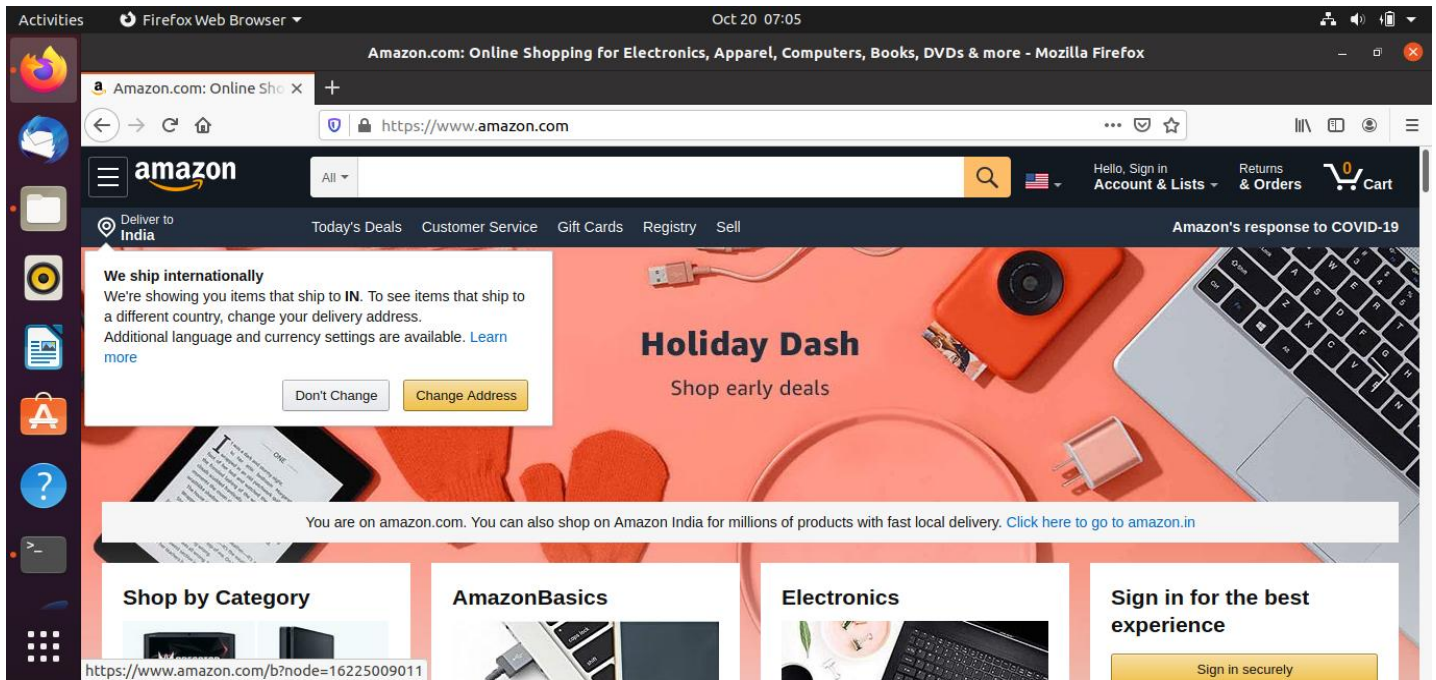
For this assignment, the companion Web site provides the skeleton code for the proxy server. Your job is to complete the code, and then test it by having different browsers request Web objects via your proxy.

Attached along with the submission ProxyServer.py file.

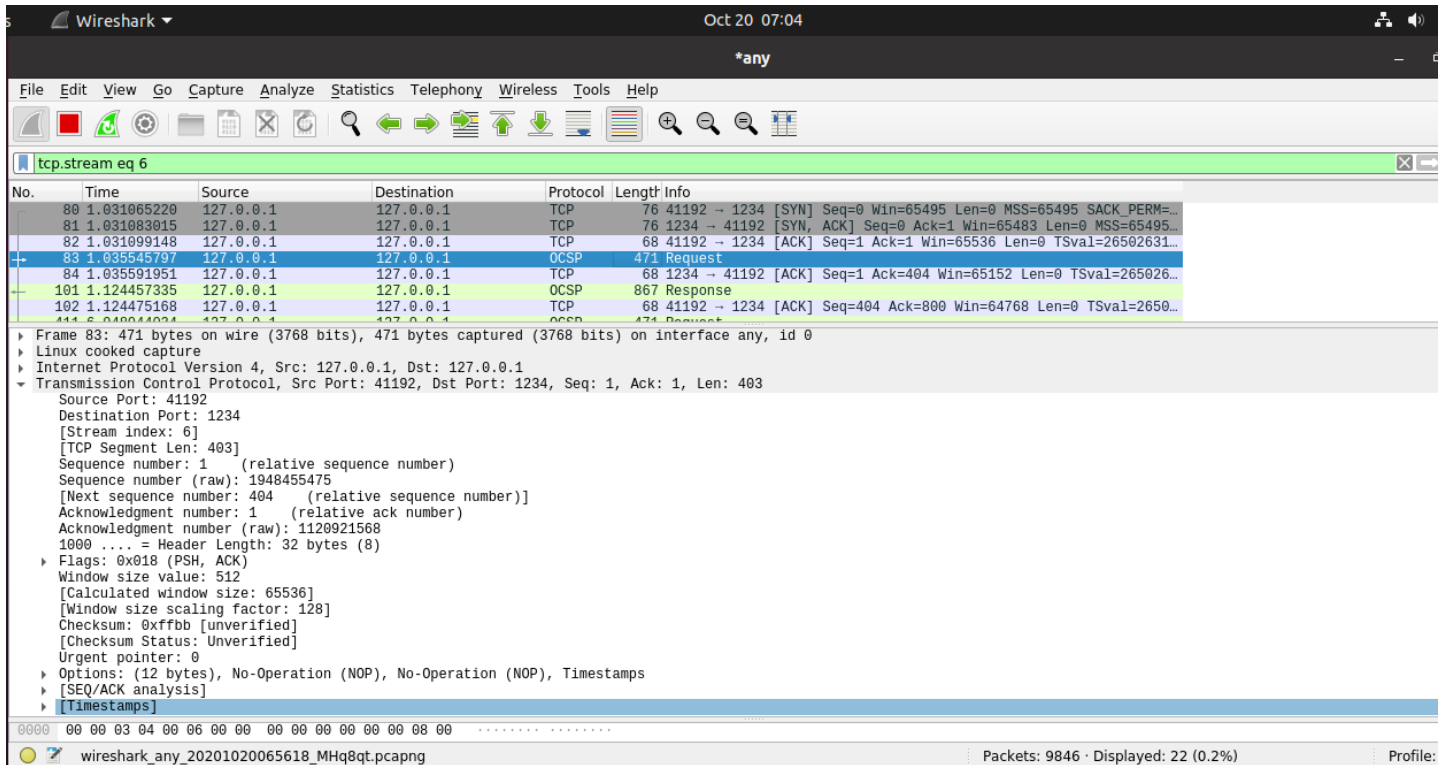
CONFIGURATIONS ON THE BROWSER:-



www.amazon.com on the browser



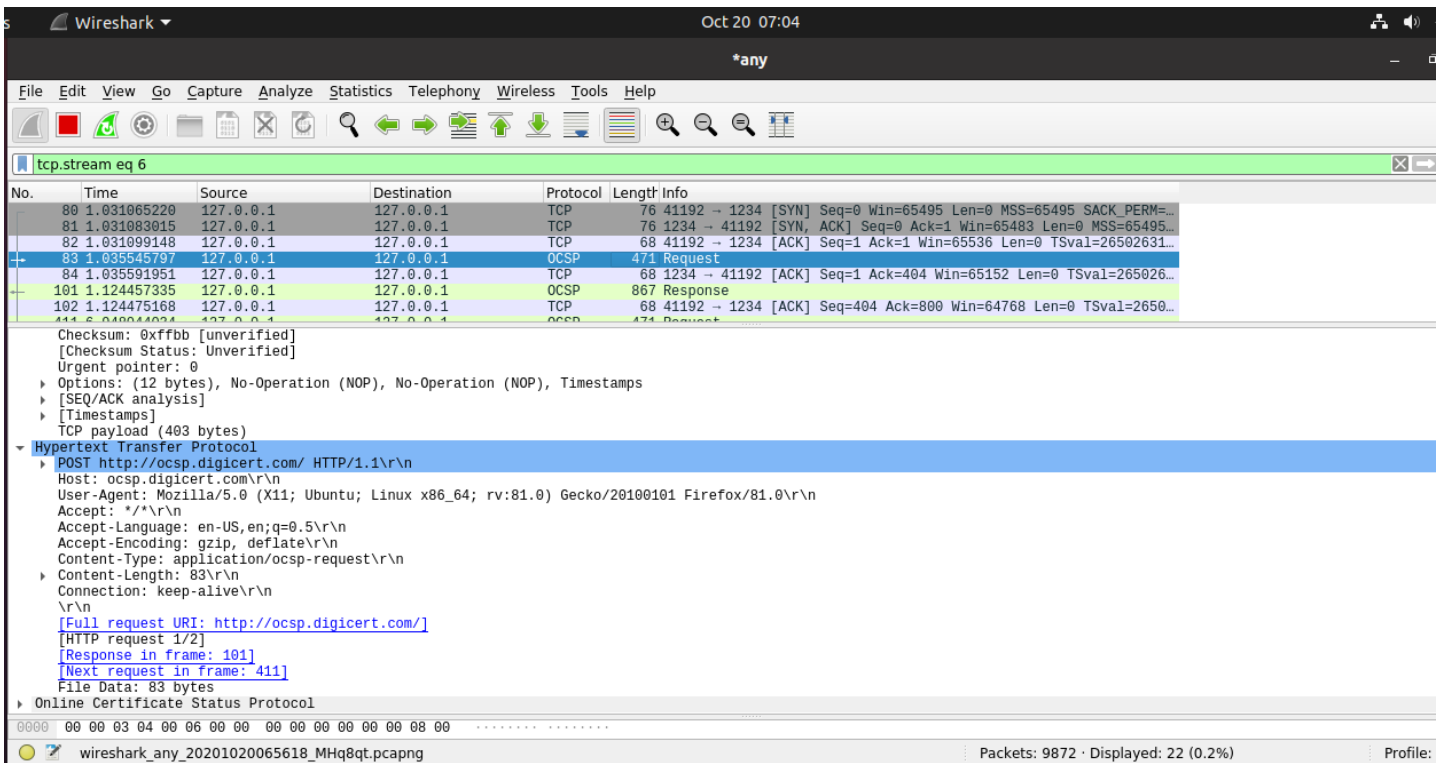
Wireshark capture: OCSP Request Message



Wireshark capture showing an OCSP Request Message. The packet list displays several TCP and OCSP packets. The selected packet (No. 83) is an OCSP Request (471 bytes) from 127.0.0.1 to 127.0.0.1. The packet details show the following structure:

- Frame 83: 471 bytes on wire (3768 bits), 471 bytes captured (3768 bits) on interface any, id 0
- Linux cooked capture
- Internet Protocol Version 4, Src: 127.0.0.1, Dst: 127.0.0.1
- Transmission Control Protocol, Src Port: 41192, Dst Port: 1234, Seq: 1, Ack: 1, Len: 403
 - Source Port: 41192
 - Destination Port: 1234
 - [Stream index: 6]
 - [TCP Segment Len: 403]
 - Sequence number: 1 (relative sequence number)
 - Sequence number (raw): 1948455475
 - [Next sequence number: 404 (relative sequence number)]
 - Acknowledgment number: 1 (relative ack number)
 - Acknowledgment number (raw): 1120921568
 - 1000 ... = Header Length: 32 bytes (8)
 - Flags: 0x018 (PSH, ACK)
 - Window size value: 512
 - [Calculated window size: 65536]
 - [Window size scaling factor: 128]
 - Checksum: 0xffffb [unverified]
 - [Checksum Status: Unverified]
 - Urgent pointer: 0
 - Options: (12 bytes), No-Operation (NOP), No-Operation (NOP), Timestamps
 - [SEQ/ACK analysis]
 - [Timestamps]

The packet bytes pane shows the raw data: 0000 00 00 03 04 00 06 00 00 00 00 00 00 00 08 00



Wireshark capture showing an OCSP Request Message. The packet list displays several TCP and OCSP packets. The selected packet (No. 83) is an OCSP Request (471 bytes) from 127.0.0.1 to 127.0.0.1. The packet details show the following structure:

- Checksum: 0xffffb [unverified]
- [Checksum Status: Unverified]
- Urgent pointer: 0
- Options: (12 bytes), No-Operation (NOP), No-Operation (NOP), Timestamps
- [SEQ/ACK analysis]
- [Timestamps]
- TCP payload (403 bytes)
- Hypertext Transfer Protocol
 - POST http://ocsp.digicert.com/ HTTP/1.1\r\n
 - Host: ocsp.digicert.com\r\n
 - User-Agent: Mozilla/5.0 (X11; Ubuntu; Linux x86_64; rv:81.0) Gecko/20100101 Firefox/81.0\r\n
 - Accept: */*\r\n
 - Accept-Language: en-US,en;q=0.5\r\n
 - Accept-Encoding: gzip, deflate\r\n
 - Content-Type: application/ocsp-request\r\n
 - Content-Length: 83\r\n
 - Connection: keep-alive\r\n
 - \r\n
 - [Full request URI: http://ocsp.digicert.com/]
 - [HTTP request 1/2]
 - [Response in frame: 101]
 - [Next request in frame: 411]
 - File Data: 83 bytes
- Online Certificate Status Protocol

The packet bytes pane shows the raw data: 0000 00 00 03 04 00 06 00 00 00 00 00 00 00 08 00

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 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

00000M0K0I0...+.....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.....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
`thread.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.