CN Lab Program list

1. Using TCP/IP sockets, write a client-server program to make client send the file name and the server to send back the contents of the requested file name "sample.txt" with the following contents: "Hello we are at Computer Networks Lab" Display suitable error message in case the file is not present in the server.

2. Write a program to find shortest paths from source to all nodes in the network graph using Bellman Ford Algorithm.

3. Write a program to find shortest paths from source to all nodes in the network graph using Dijkstra's shortest path algorithm.

4. Write a program for implementing the error detection technique for data transfer in unreliable network code using CRC (16-bits) Technique.

5. Write a program to implement internet checksum for error correction and detection.

6. Write a program to achieve Traffic management at Flow level by implementing Leaky Bucket Algorithm.

7. Packets from different flows arrive at a switch or router for processing. A good scheduling technique treats the different flows in a fair and appropriate manner. Implement priority queuing as a technique to improve Quality of Service.

8. Write a program to implement Go Back N sliding window protocol

9. Write a program for simple RSA algorithm to encrypt and decrypt the data.