Lab 2 Report

CSL 6010 - Cyber Security

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**** I have MacBook, so Ubuntu was not installed on it. That's why I have used VS code to execute these codes and the output is shown in the terminal of VS code itself ****

a) Single Process Server

server1.py

```
#Importing the socket library

import socket



HOST = "127.0.0.1"

PORT = 2002  #socket server port number



#creating a socket object and passing two parameters to it

with socket.socket(socket.AF_INET, socket.SOCK_STREAM) as ser:



#AF_INET refers to the address family ipv4

# SOCK_STREAM refers to onnection-oriented TCP protocol



   ser.bind((HOST, PORT)) # bind to the port

   ser.listen() # putting the socket into listening mode

   print('Socket is listening..')

   connection, addr = ser.accept()  # establishing connection with client
```

```
    with connection:
        print(f"Connected by {addr}")
        #running a infinite loop until we interrupt or error occurs
        while True:
            data = connection.recv(1024)
            if not data:
                break
            s1=data
            res=eval(s1)  # eval solves mathematical expressions
            s1_val=str(res) # passing a string to eval
            connection.sendall(s1_val.encode()) # Encoding to send byte type
```

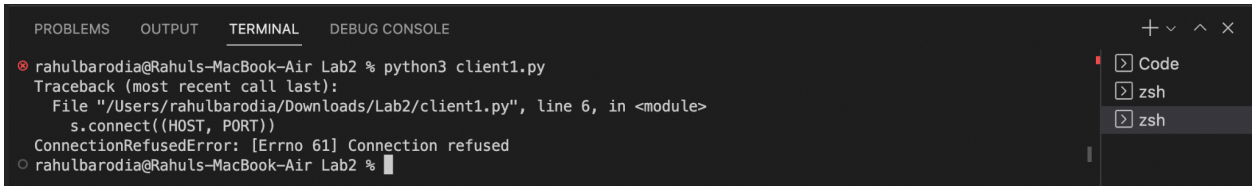
client1.py

```
#Importing the socket library
import socket
HOST = "127.0.0.1"
PORT = 2002  #socket server port number

with socket.socket(socket.AF_INET, socket.SOCK_STREAM) as ser:
    ser.connect((HOST, PORT))  #connecting to the server
    comm=input("Enter the expression:") #asking for input expression
    ser.sendall(bytes(comm,encoding='utf8'))
    data = ser.recv(1024)

print(data.decode('utf-8')) #print the ans from server
```

Output:

Server:

Client:



As we can see from the above images that when a 2nd client tries to access the server, the connection is refused. Thus server1 can handle only a single client at a time.

b) Multi-Process Server

server2.py

```
#Importing the essential libraries

import socket

import os

from _thread import *

#creating a socket object

ser = socket.socket()

host = '127.0.0.1'

port = 2010  #socket server port number

#creating a variable named ThreadCount to count the no. of running processes

ThreadCount = 0

try:

   ser.bind((host, port)) # bind to the port

except socket.error as e:

   print(str(e))


ser.listen(5) # putting the socket into listening mode

print('Socket is listening..')


def multi_threaded_client(connection):

   connection.send(str.encode('Server is working:'))

   while True:

       data = connection.recv(2048)

       response = 'Server message: ' + data.decode('utf-8')

       if not data:

           break
```

```
        s1=data
        res=eval(s1)
        s1_val=str(res)
        connection.sendall(s1_val.encode())
    connection.close()


while True:
    Client, address = ser.accept()
    print('Connected to: ' + address[0] + ':' + str(address[1]))
    start_new_thread(multi_threaded_client, (Client, ))
    ThreadCount += 1 #increementing variable
```

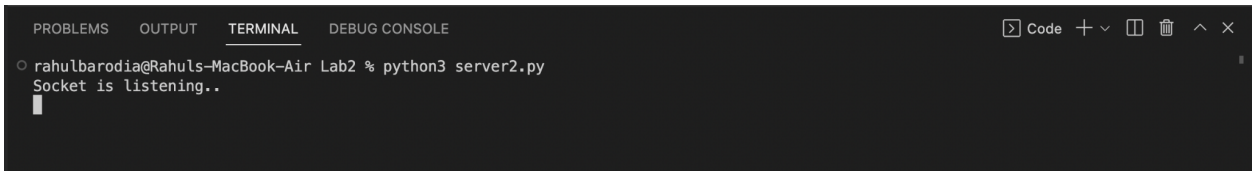
client2.py

```
#Importing the socket library
import socket


mul = socket.socket() #creating a socket object


host = '127.0.0.1'
port = 2010  #socket server port number
print('Waiting for connection response')
try:
    mul.connect((host, port))
except socket.error as err:
    print(str(err))
res = mul.recv(1024)


while True:
    Input = print('Enter your expression:')
```

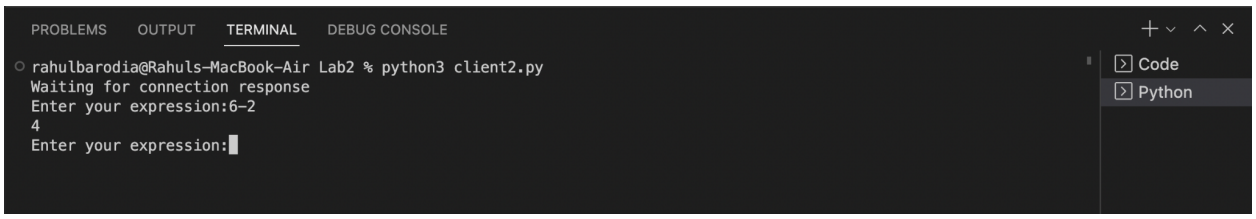
```
    mul.send(str.encode(Input))

    res = mul.recv(1024)

    print(res.decode('utf-8'))

mul.close()  #close the connection
```

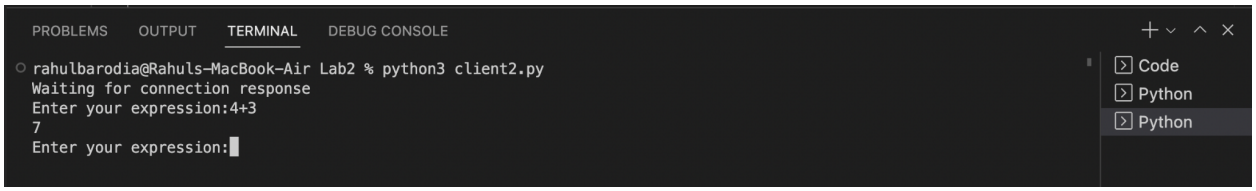
Output:

Server:



Client:





As we can see from the above images, server2 allows multiple clients to access at the same time. The above example shows two clients accessing server2 and getting the correct response.