
Lab 2 Report

CSL 6010 - Cyber Security

Rahul Barodia

B20CS047

**** 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
```

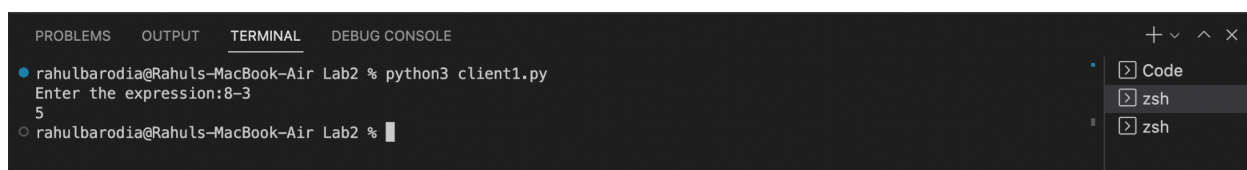
Output:

Server:

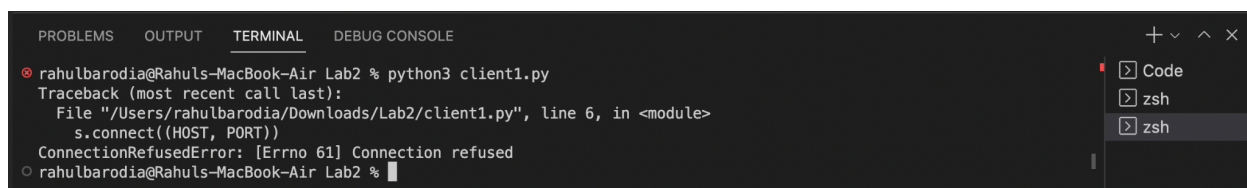


```
PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE
rahulbarodia@Rahuls-MacBook-Air Lab2 % python3 server1.py
Socket is listening..
```

Client:



```
PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE
rahulbarodia@Rahuls-MacBook-Air Lab2 % python3 client1.py
Enter the expression:8-3
5
rahulbarodia@Rahuls-MacBook-Air Lab2 %
```



```
PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE
rahulbarodia@Rahuls-MacBook-Air Lab2 % python3 client1.py
Traceback (most recent call last):
  File "/Users/rahulbarodia/Downloads/Lab2/client1.py", line 6, in <module>
    s.connect((HOST, PORT))
ConnectionRefusedError: [Errno 61] Connection refused
rahulbarodia@Rahuls-MacBook-Air Lab2 %
```

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))

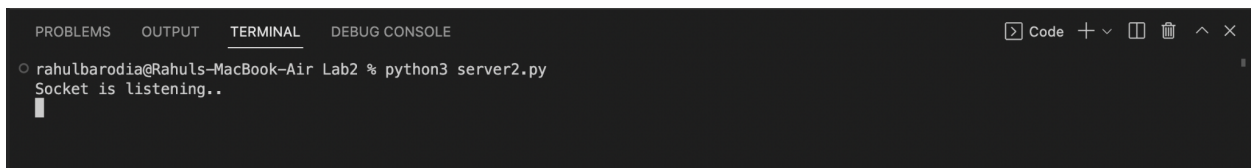
res = mul.recv(1024)

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

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

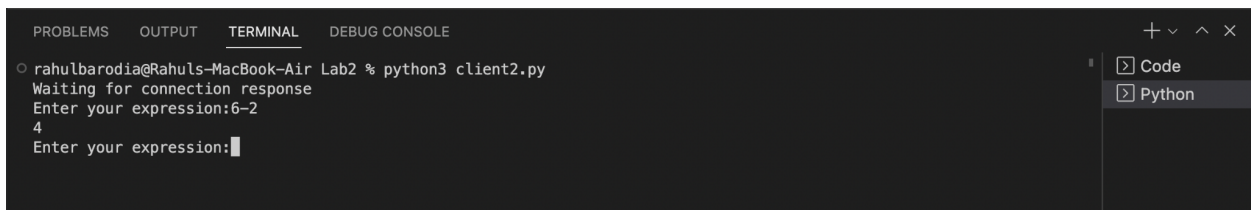
Output:

Server:

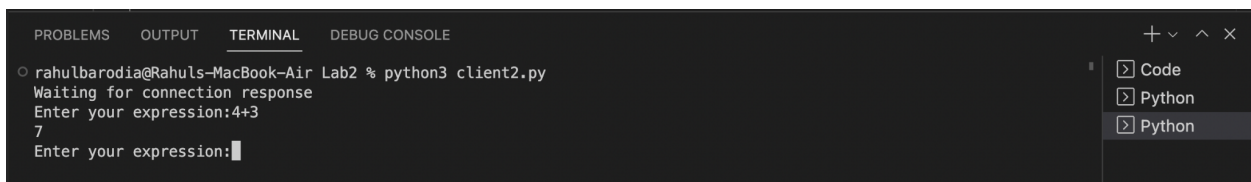
A terminal window with tabs for PROBLEMS, OUTPUT, TERMINAL, and DEBUG CONSOLE. The TERMINAL tab is active. It shows the command 'python3 server2.py' being executed, resulting in the output 'Socket is listening..' with a cursor on the next line.

```
PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE
rahulbarodia@Rahuls-MacBook-Air Lab2 % python3 server2.py
Socket is listening..
```

Client:

A terminal window with tabs for PROBLEMS, OUTPUT, TERMINAL, and DEBUG CONSOLE. The TERMINAL tab is active. It shows the command 'python3 client2.py' being executed. The output shows 'Waiting for connection response', then 'Enter your expression:6-2', followed by the result '4', and then 'Enter your expression:' with a cursor.

```
PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE
rahulbarodia@Rahuls-MacBook-Air Lab2 % python3 client2.py
Waiting for connection response
Enter your expression:6-2
4
Enter your expression:
```

A terminal window with tabs for PROBLEMS, OUTPUT, TERMINAL, and DEBUG CONSOLE. The TERMINAL tab is active. It shows the command 'python3 client2.py' being executed. The output shows 'Waiting for connection response', then 'Enter your expression:4+3', followed by the result '7', and then 'Enter your expression:' with a cursor.

```
PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE
rahulbarodia@Rahuls-MacBook-Air Lab2 % python3 client2.py
Waiting for connection response
Enter your expression:4+3
7
Enter your expression:
```

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.