CSCI 558L Internetwork and Distributed Systems Laboratory

Laboratory 2

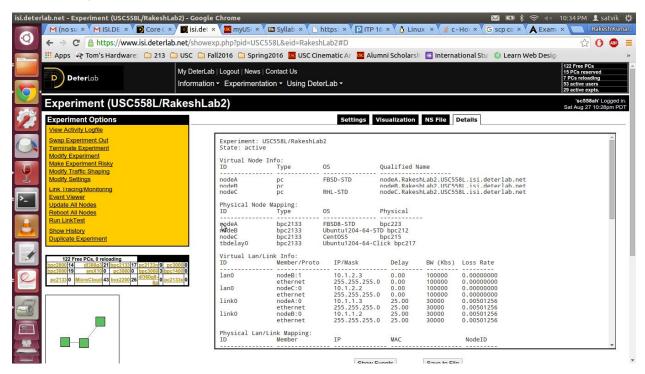
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I have used 3 nodes in my experiment. NodeA is used as a server, whereas nodeB and nodeC were used as clients throughout the experiment.

Virtual Node Info:

ID	Type	OS Q	ualified Name
nodeA	pc	FBSD-STD	nodeA.RakeshLab2.USC558L.isi.deterlab.net
nodeB	рс		nodeB.RakeshLab2.USC558L.isi.deterlab.net
nodeC	рс	RHL-STD	nodeC.RakeshLab2.USC558L.isi.deterlab.net



Given that the target of the laboratory was to enhance the provided code such that the server can handle more than one client and respond to the same accordingly. The output of the codes are captured in screenshots and a brief explanation of each of them is provided alongside.

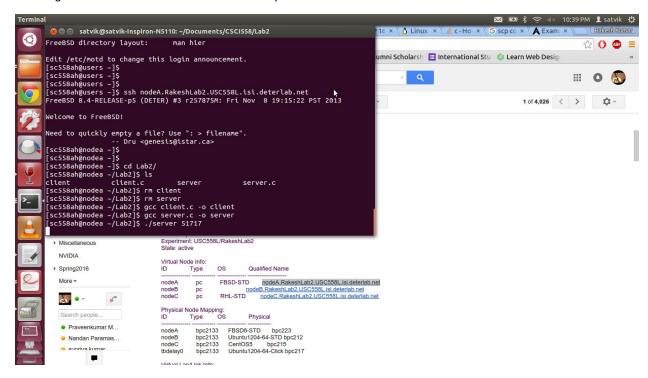
The basic enhancement is achieved by creating an infinite while loop where the server reads information from all the servers that is trying to get connected. To prove that I have started the server on nodeA with the port number of 51717 and sent across a message from nodeB and nodeC. I have captured the same information on different terminals. To show that the they are happening simultaneously I am printing out the IP addresses of each of them (Server and clients, ie nodeA, nodeB and nodeC).

In the current setup while I did my experiment, the IP's captured

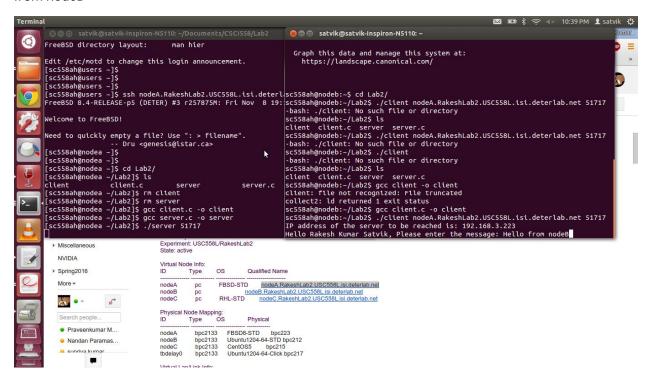
nodeA: Server: 192.168.3.223 nodeB: Client: 192.168.3.212 nodeC: Client: 192.168.3.215

You can observe the same on the screenshots pasted below. I have sent a message saying 'Hello from nodeB' and 'Hello from nodeC' to authenticate difference.

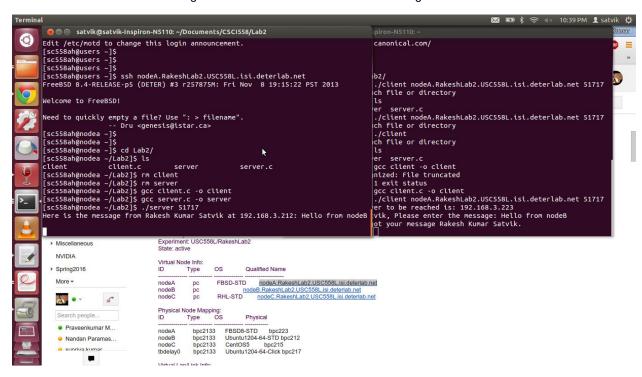
Starting the server code on nodeA with the port number of 51717.



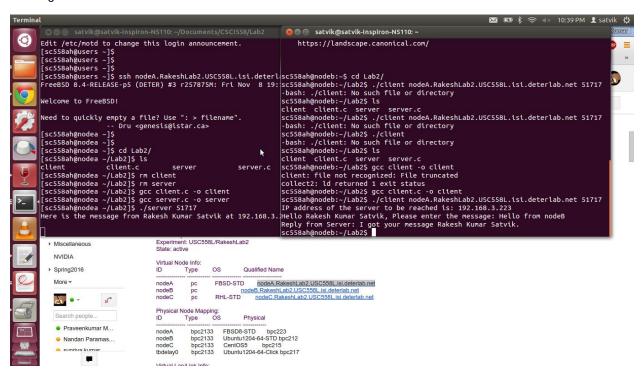
Starting the client code on nodeB. You can see the print saying the IP of server and message of "Hello from nodeB"



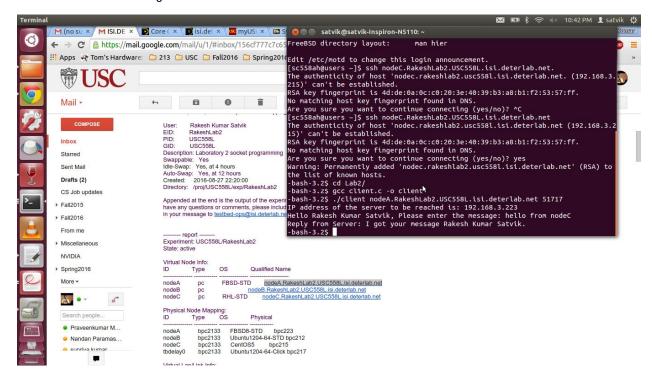
This displays the message received by the server and still running the loop looking for more clients to connect. It also has the message from nodeB and its IP address along with it.



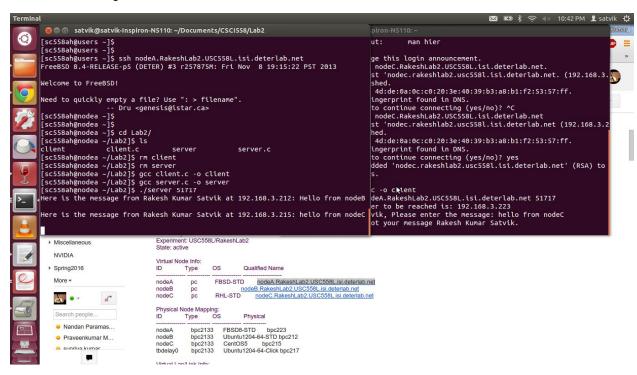
Once a message has been sent from nodeB the server sends an acknowledgement back saying that the message has been received.



Similar steps have been followed by nodeC. It sends a message to server and gets a reply from the server as an acknowledgement.



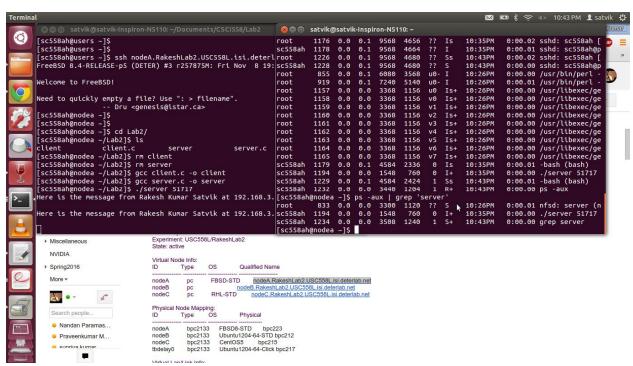
Server still looking for more clients to connect.



signal (SIGCHLD, SIG_IGN); was used to handle the Zombie processes. To authenticate that ps –aux of the server function was done and you can see that there are no zombie threads available. According to the manual the stats column of the process indicates the zombie threads present.

```
D Uninterruptible sleep (usually 10)
R Running or runnable (on run queue)
S Interruptible sleep (waiting for an event to complete)
T Stopped, either by a job control signal or because it is being traced.
W paging (not valid since the 2.6.xx kernel)
X dead (should never be seen)
Z Defunct ("zombie") process, terminated but not reaped by its parent.
```

So with the code handling zombie processes we do not see any zombie processes. (a Z+ in the stats column for any of the processes)



Once the signal call is removed and the code is executed for the similar procedure we can see a zombie process for each of the client received where a new process was created for each of them.

