

## Questions - INDIVIDUAL Assignment (not group)

1. Every protocol needs a name - what do you want to call this chat protocol?

CPP - Chat Platform Protocol

2. Discuss similarities and differences between this protocol (name?) and HTTP. Discuss at least three similarities.

CPP and HTTP are both:

- a. Text-based: Both protocols use ASCII messages to communicate. HTTP can include it as text on a webpage, while CPP uses it in messages.
  - b. 3-way Handshakes: In both protocols, both users must first agree to bridge/connect before they can send messages. This is used as a TCP 3-way handshake, where the last ACK can include some data, or as a CPP register-bridge(-chat) exchange, where the last chat includes a message.
  - c. Use Headers: Both protocols use headers to get information about the other user which determines some actions. Both include source and destination information in these headers.
3. What is your complete CHAT message? What headers did you use (if any) and how were they used?

CHAT

message: {}  
\n

id: {}  
\n

ip: {}  
\n

port: {}  
\n

\n

I used a message header to send the message itself to the other user. I used ID, IP, and Port information to help the first exchange take place since the WAIT-mode client would need that information on their end.

4. a. At what layer of the TCP/IP protocol stack is the Chat Protocol? Explain your answer.
  - a. Application layer since it defines how two running applications exchange messages. It also uses sockets, which is a clear give away that it is running on the application layer since sockets are how applications interact with the transport layer.
  - b. Is this application loss-tolerant?

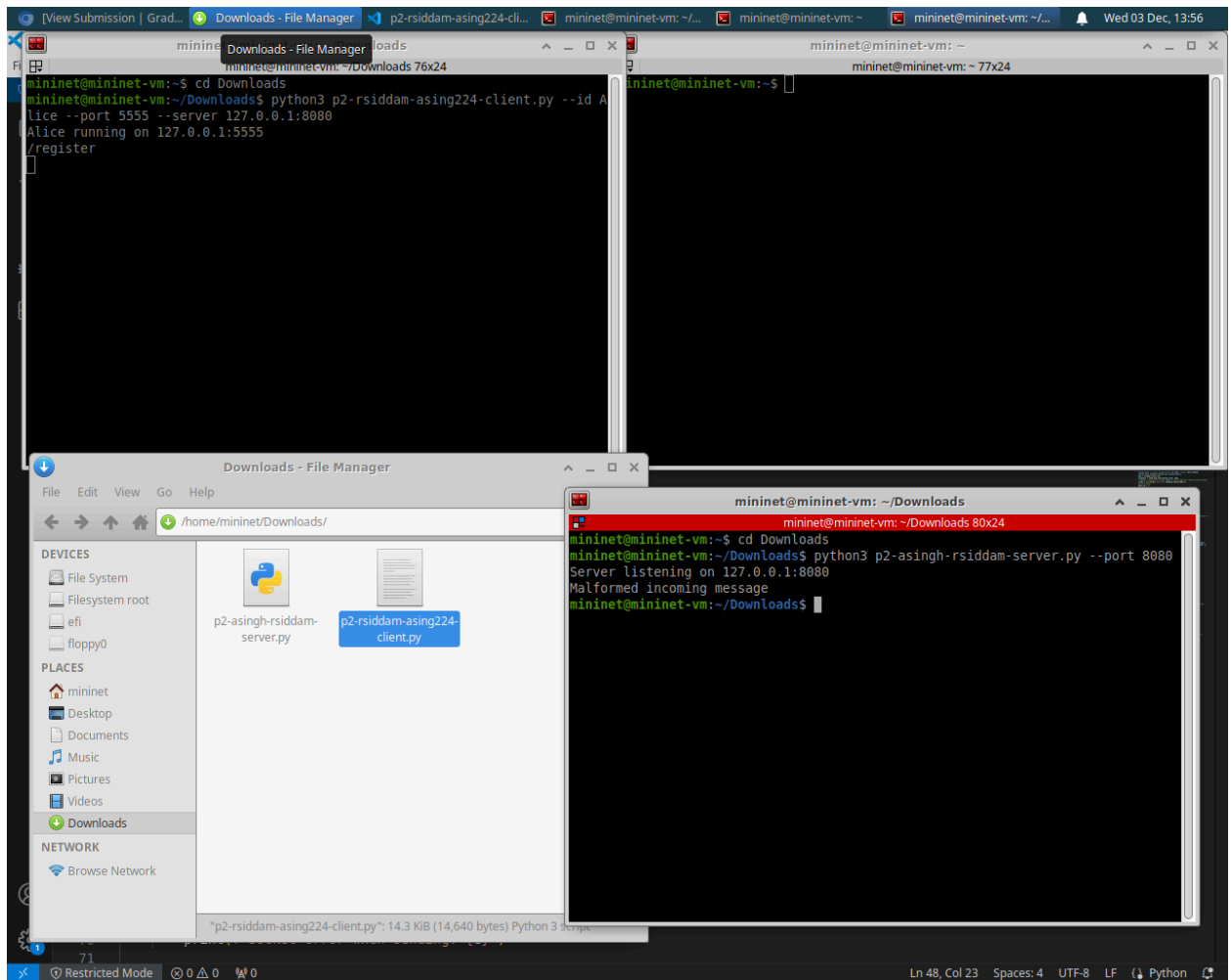
No, it is not loss-tolerant. It is designed in such a way that Chat messages can only be delivered once before modes are swapped. Additionally, a lost /quit message would leave the other peer waiting.
  - c. Could the application have worked with UDP?

No, the application couldn't work with UDP because it doesn't have internally built acknowledgments or retransmissions. Our current error handling wouldn't do anything because UDP doesn't let us know that an error occurred.

5. Referring to the textbook Section 2.1.1:
  - a. Looking over the architecture in this project, would you characterize it as Client-Server or something else? Explain your answer.
    - i. This is Peer-Peer architecture because, once the connection is established, the two clients communicate directly, without the server in between them.
  - b. When in Chat mode, do the peers operate as clients, servers or both? Explain your answer.
    - i. I would say they act as both a client and server because, when establishing the connection, one of them initiates the connection like a client, while the other has already been listening on its port awaiting a connection, similar to a server. During the chat, they swap between their responsibilities.
6. Is the client-server client communication using a persistent or non-persistent TCP connection? Explain your answer.
  - a. Non-persistent because we are opening and closing a new TCP connection for each command that needs to be sent to the Server.
7. Is your peer-peer client program using a persistent or non-persistent TCP connection? Explain your answer.
  - a. Persistent because we keep the same TCP connection for the entire chat session and only close the connection after /quit or CTRL C.
8. Why do you think the specific type of TCP connection (persistent or non-persistent) was made for each of the two connections, client-server versus peer-peer?
  - a. Client-Server used a non-persistent connection because we use it infrequently and only need to perform a couple of commands per user. Peer-Peer used a persistent connection because we are continuously chatting back and forth, which would be slowed significantly by the opening and closing of new TCP connections.
9. Which aspect of your program follows half-duplex communication?

The turn-based chatting follows half-duplex communication because only one peer is sending at a time while the other is receiving. Both users communicate but only one can do so at a time.
10. If the two clients are chatting on the same host computer, what restrictions are there for the port numbers that can be used by the clients?
  - a. The two clients' sockets cannot bind to the same IP:Port combo. Each needs to listen to its own port.
11. Include a screenshot showing **your** server's response to receiving a malformed message from the client.

a. Sent REGISTERs instead of REGISTER



12. Send a REGISTER request from your client program to your server program using the 'netcat' utility. Include screenshots of both terminals showing successful receipt of the message at the server.

```
mininet@mininet-vm:~/Downloads 76x24
mininet@mininet-vm:~/Downloads$ cd Downloads
mininet@mininet-vm:~/Downloads$ python3 p2-rsiddam-asing224-client.py --id Alice --port 5555 --server 127.0.0.1:8080
Alice running on 127.0.0.1:5555
/register
^CExiting program
mininet@mininet-vm:~/Downloads$ echo -e "REGISTER\r\nclientID: Alice\r\nIP: 127.0.0.1\r\nPort: 5555\r\n\r\n" | nc 127.0.0.1 8080
REGACK
clientID: Alice
IP: 127.0.0.1
Port: 5555
Status: registered
mininet@mininet-vm:~/Downloads$ $

mininet@mininet-vm:~/Downloads 77x24
mininet@mininet-vm:~/Downloads$

mininet@mininet-vm:~/Downloads 80x24
mininet@mininet-vm:~/Downloads$ cd Downloads
mininet@mininet-vm:~/Downloads$ python3 p2-asingh-rsiddam-server.py --port 8080
Server listening on 127.0.0.1:8080
Malformed incoming message
mininet@mininet-vm:~/Downloads$ python3 p2-asingh-rsiddam-server.py --port 8080
Server listening on 127.0.0.1:8080
REGISTER: Alice from 127.0.0.1:5555 received

def bridge(client_id):
    return (
        "BRIDGE\r\n"
        f"clientID: {client_id}\r\n"
        "\r\n" # Since it needs 2 enters to identify end
    )

def chat(msg, id, ip, port):
    return (
        "CHAT\r\n"
        f"message: {msg}\r\n"
        f"id: {id}\r\n"
        f"ip: {ip}\r\n"
        f"port: {port}\r\n"
        "\r\n"
    )

def send_and_rcv(sock, msg):
    #print(f"Sending {msg} to {sock}")
    try:
        sock.sendall(msg.encode())
    except socket.error as e:
        print(f"Socket error when sending: {e}")
```

13. Include screenshot(s) showing all three terminals, clearly displaying:

- Start up of your server
- Chat exchange of at least 3 lines between peers
- Wireshark capture of this conversation (might require 2 screenshots)
  - Circle in RED the TCP handshake and all TCP segments exchanged during your chat exchange.
  - Circle in BLUE the messages sent within the TCP payload. This is similar to how you are able to see Alice in Wonderland text in Lab 6.

```
[View Submission...] *Loopback lo Wireshark - Follow TCP Stream (tcp.stream eq 6) - Loopback lo mininet@mininet-vm: ~/Downloads 75x27 mininet@mininet-vm: ~/Downloads 77x24 mininet@mininet-vm: ~/Downloads 80x24
```

```
IN READ MODE
^CExiting program
mininet@mininet-vm:~/Downloads$ python3 p2-rsiddam-asing224-client.py --id Bo
Alice --port 5555 --server 127.0.0.1:8080
Alice running on 127.0.0.1:5555
/register
/bridge
Alice IN WAIT MODE
Incoming chat request from Bob 127.0.0.1:7777
Bob> Hello there
IN WRITE MODE
Hi Bob Im Alice
IN READ MODE
Bob> Hi Alice nice to meet you
IN WRITE MODE
You too, i gtg though
IN READ MODE
Bob> ok bye
IN WRITE MODE
bye
IN READ MODE
/quit
Bob has ended the chat session.
Exiting program
mininet@mininet-vm:~/Downloads$ /quit
bash: /quit: No such file or directory
mininet@mininet-vm:~/Downloads$
```

```
284         #print(" IN WRITE MODE 2 ")
285         #mode = "WRITE"
286
287     elif peer_sock is not None and i is peer_sock:
288         try:
289             data = peer_sock.recv(1024)
290         except socket.error as e:
291             print(f"Error receiving peer data: {e}")
292             sockets.remove(peer_sock)
293             peer_sock.close()
294             peer_sock = None
295             continue
296         #print(f"i is peer sock: {data}")
297         if not data:
298             #print("Peer disconnected")
299             sockets.remove(peer_sock)
300             peer_sock.close()
301             peer_sock = None
302         else:
303             decoded = data.decode().rstrip()
304             lines = [i.strip() for i in decoded.splitlines()]
305             #print(f"lines = {lines}")
306             mess = ""
307             for i in lines:
308                 #print(f"i in lines = {i}")
```

```
mininet@mininet-vm:~/Downloads$ python3 p2-rsiddam-asing224-client.py --id Bo
p --port 7777 --server 127.0.0.1:8080
Bob running on 127.0.0.1:7777
/register
/bridge
/quit
IN CHAT MODE
IN WRITE MODE
Hello there
IN READ MODE
Alice> Hi Bob Im Alice
IN WRITE MODE
Hi Alice nice to meet you
IN READ MODE
Alice> You too, i gtg though
IN WRITE MODE
ok bye
IN READ MODE
Alice> bye
IN WRITE MODE
/quit
Chat session has ended
Exiting program
mininet@mininet-vm:~/Downloads$
```

```
mininet@mininet-vm:~/Downloads$ python3 p2-asingh-rsiddam-server.py --port 8080
Server listening on 127.0.0.1:8080
^C
Server shutting down...
mininet@mininet-vm:~/Downloads$ python3 p2-asingh-rsiddam-server.py --port 8080
Server listening on 127.0.0.1:8080
REGISTER: Alice from 127.0.0.1:5555 received
REGISTER: Bob from 127.0.0.1:7777 received
BRIDGE: Bob 127.0.0.1:7777 Alice 127.0.0.1:5555
^C
Server shutting down...
mininet@mininet-vm:~/Downloads$ python3 p2-asingh-rsiddam-server.py --port 8080
Server listening on 127.0.0.1:8080
REGISTER: Alice from 127.0.0.1:5555 received
REGISTER: Bob from 127.0.0.1:7777 received
BRIDGE: Bob 127.0.0.1:7777 Alice 127.0.0.1:5555
^C
Server shutting down...
mininet@mininet-vm:~/Downloads$
```

Wireshark interface showing a packet capture of a TCP connection. The packet list on the left shows a sequence of packets from 1 to 47. The packet details pane on the right shows the structure of a TCP segment, including the window size (512) and the payload (77 bytes). The packet bytes pane at the bottom shows the raw data of the selected packet (0x00 0x10 0x02 0x52 0x49 0x44 0x47 0x45 0x41 0x43 0x40 0x40 0x63 0x6c 0x65).

No.	Time	Source	Destination	Protocol	Length	Info
1	0.000000	127.0.0.1	127.0.0.1	TCP	74	54582 → 8000 [RST] Seq=6 Win=65495 Len=0 MSS=65495 SACK_PERM=1 TSval=...
2	0.000000	127.0.0.1	127.0.0.1	TCP	74	8000 → 54582 [ACK] Seq=1 Win=65536 Len=0 TSval=34626316 TS...
3	0.000000	127.0.0.1	127.0.0.1	TCP	66	54582 → 8000 [ACK] Seq=1 Ack=1 Win=65536 Len=0 TSval=34626316 TS...
4	0.000000	127.0.0.1	127.0.0.1	TCP	66	54582 → 8000 [FIN, ACK] Seq=1 Ack=1 Win=65536 Len=0 TSval=34626316 TS...
5	0.000000	127.0.0.1	127.0.0.1	TCP	66	8000 → 54582 [FIN, ACK] Seq=1 Ack=2 Win=65536 Len=0 TSval=34626316 TS...
6	0.000000	127.0.0.1	127.0.0.1	TCP	66	54582 → 8000 [ACK] Seq=1 Ack=2 Win=65536 Len=0 TSval=34626316 TS...
7	5.744251894	127.0.0.1	127.0.0.1	TCP	74	54584 → 8000 [FIN, ACK] Seq=1 Ack=1 Win=65495 Len=0 MSS=65495 SACK_PERM=1 TSv...
8	5.744262240	127.0.0.1	127.0.0.1	TCP	74	8000 → 54584 [FIN, ACK] Seq=1 Ack=1 Win=65495 Len=0 MSS=65495 SACK...
9	5.744270675	127.0.0.1	127.0.0.1	TCP	66	54584 → 8000 [ACK] Seq=1 Ack=1 Win=65536 Len=0 TSval=346263569 TS...
10	5.744302136	127.0.0.1	127.0.0.1	TCP	122	54584 → 8000 [PSH, ACK] Seq=1 Ack=1 Win=65536 Len=56 TSval=34626329...
11	5.744305583	127.0.0.1	127.0.0.1	TCP	66	8000 → 54584 [ACK] Seq=1 Ack=57 Win=65536 Len=0 TSval=346263568 T...
12	5.744354898	127.0.0.1	127.0.0.1	TCP	140	8000 → 54584 [PSH, ACK] Seq=1 Ack=57 Win=65536 Len=74 TSval=346263...
13	5.744364680	127.0.0.1	127.0.0.1	TCP	66	54584 → 8000 [ACK] Seq=5 Ack=75 Win=65536 Len=0 TSval=346263951 ...
14	5.744391588	127.0.0.1	127.0.0.1	TCP	66	8000 → 54584 [FIN, ACK] Seq=75 Ack=57 Win=65536 Len=0 TSval=346263...
15	5.745071582	127.0.0.1	127.0.0.1	TCP	66	54584 → 8000 [FIN, ACK] Seq=57 Ack=75 Win=65536 Len=0 TSval=346263...
16	5.745107184	127.0.0.1	127.0.0.1	TCP	66	8000 → 54584 [ACK] Seq=75 Ack=58 Win=65536 Len=0 TSval=346263511 ...
17	7.332580389	127.0.0.1	127.0.0.1	TCP	74	54584 → 8000 [FIN, ACK] Seq=1 Ack=1 Win=65495 Len=0 MSS=65495 SACK...
18	7.332596577	127.0.0.1	127.0.0.1	TCP	74	8000 → 54584 [FIN, ACK] Seq=1 Ack=1 Win=65495 Len=0 MSS=65495 SACK...
19	7.332604847	127.0.0.1	127.0.0.1	TCP	66	54584 → 8000 [ACK] Seq=1 Ack=1 Win=65536 Len=0 TSval=3462631149 TS...
20	7.332627729	127.0.0.1	127.0.0.1	TCP	93	54584 → 8000 [PSH, ACK] Seq=1 Ack=1 Win=65536 Len=27 TSval=34626331...
21	7.332638849	127.0.0.1	127.0.0.1	TCP	66	8000 → 54584 [ACK] Seq=1 Ack=28 Win=65536 Len=0 TSval=3462631149 T...
22	7.332729984	127.0.0.1	127.0.0.1	TCP	120	8000 → 54584 [PSH, ACK] Seq=1 Ack=28 Win=65536 Len=62 TSval=346263...
23	7.332743354	127.0.0.1	127.0.0.1	TCP	66	54584 → 8000 [ACK] Seq=28 Ack=63 Win=65536 Len=0 TSval=3462631149 ...
24	7.332769326	127.0.0.1	127.0.0.1	TCP	66	8000 → 54584 [FIN, ACK] Seq=63 Ack=28 Win=65536 Len=0 TSval=346263...
25	7.332814518	127.0.0.1	127.0.0.1	TCP	66	54584 → 8000 [FIN, ACK] Seq=28 Ack=64 Win=65536 Len=0 TSval=346263...
26	7.332818483	127.0.0.1	127.0.0.1	TCP	66	8000 → 54584 [ACK] Seq=64 Ack=29 Win=65536 Len=0 TSval=3462631149 ...
27	11.172258809	127.0.0.1	127.0.0.1	TCP	74	54588 → 8000 [FIN, ACK] Seq=1 Ack=1 Win=65495 Len=0 MSS=65495 SACK_PERM=1 TSv...
28	11.172296464	127.0.0.1	127.0.0.1	TCP	74	8000 → 54588 [FIN, ACK] Seq=1 Ack=1 Win=65495 Len=0 MSS=65495 SACK...
29	11.172307604	127.0.0.1	127.0.0.1	TCP	66	54588 → 8000 [ACK] Seq=1 Ack=1 Win=65536 Len=0 TSval=3462634989 TS...
30	11.172348768	127.0.0.1	127.0.0.1	TCP	66	54588 → 8000 [FIN, ACK] Seq=1 Ack=1 Win=65536 Len=0 TSval=346263498...
31	11.172350357	127.0.0.1	127.0.0.1	TCP	66	8000 → 54588 [FIN, ACK] Seq=1 Ack=2 Win=65536 Len=0 TSval=346263498...
32	11.172501341	127.0.0.1	127.0.0.1	TCP	66	54588 → 8000 [ACK] Seq=2 Ack=2 Win=65536 Len=0 TSval=3462634989 TS...
33	12.979901519	127.0.0.1	127.0.0.1	TCP	74	54512 → 8000 [FIN, ACK] Seq=1 Ack=1 Win=65495 Len=0 MSS=65495 SACK_PERM=1 TSv...
34	12.979971583	127.0.0.1	127.0.0.1	TCP	74	8000 → 54512 [FIN, ACK] Seq=1 Ack=1 Win=65495 Len=0 MSS=65495 SACK...
35	12.979980725	127.0.0.1	127.0.0.1	TCP	66	54512 → 8000 [ACK] Seq=1 Ack=1 Win=65536 Len=0 TSval=3462636796 TS...
36	12.980015870	127.0.0.1	127.0.0.1	TCP	120	54512 → 8000 [PSH, ACK] Seq=1 Ack=1 Win=65536 Len=54 TSval=3462636...
37	12.980018573	127.0.0.1	127.0.0.1	TCP	66	8000 → 54512 [ACK] Seq=1 Ack=55 Win=65536 Len=0 TSval=346263796 T...
38	12.980038123	127.0.0.1	127.0.0.1	TCP	130	8000 → 54512 [PSH, ACK] Seq=1 Ack=55 Win=65536 Len=72 TSval=346263...
39	12.980322771	127.0.0.1	127.0.0.1	TCP	66	54512 → 8000 [ACK] Seq=1 Ack=73 Win=65536 Len=0 TSval=346263796 ...
40	12.980418378	127.0.0.1	127.0.0.1	TCP	66	8000 → 54512 [FIN, ACK] Seq=73 Ack=55 Win=65536 Len=0 TSval=346263...
41	12.980539630	127.0.0.1	127.0.0.1	TCP	66	54512 → 8000 [FIN, ACK] Seq=55 Ack=74 Win=65536 Len=0 TSval=346263...
42	12.980544372	127.0.0.1	127.0.0.1	TCP	66	8000 → 54512 [ACK] Seq=74 Ack=56 Win=65536 Len=0 TSval=346263797 ...
43	14.583645283	127.0.0.1	127.0.0.1	TCP	74	54514 → 8000 [FIN, ACK] Seq=1 Ack=1 Win=65495 Len=0 MSS=65495 SACK_PERM=1 TSv...
44	14.583655732	127.0.0.1	127.0.0.1	TCP	74	8000 → 54514 [FIN, ACK] Seq=1 Ack=1 Win=65495 Len=0 MSS=65495 SACK...
45	14.583664451	127.0.0.1	127.0.0.1	TCP	66	54514 → 8000 [ACK] Seq=1 Ack=1 Win=65536 Len=0 TSval=3462638328 TS...
46	14.583724806	127.0.0.1	127.0.0.1	TCP	91	54514 → 8000 [PSH, ACK] Seq=1 Ack=1 Win=65536 Len=25 TSval=3462638...
47	14.583724481	127.0.0.1	127.0.0.1	TCP	66	8000 → 54514 [ACK] Seq=1 Ack=26 Win=65536 Len=0 TSval=3462638328 T...

Window size value: 512  
[Calculated window size: 65536]  
[Window size scaling factor: 128]  
Checksum: Defe75 [unverified]  
[Checksum Status: Unverified]  
Urgent pointer: 0  
Options: (12 bytes), No-Operation (NOP), No-Operation (NOP), Timestamps  
[SEQ/ACK analysis]  
[Timestamps]  
[77 bytes] (77 bytes)

0140 aa f0 82 52 49 44 47 45 41 43 40 40 63 6c 65 --[34] 8000-ack-ct

The TCP payload of this packet (tcp.payload), 77 bytes

Packets: 116 - Displayed: 116 (100.0%) Profile: Default

Wireshark interface showing a packet capture on the 'Loopback: lo' interface. The packet list pane displays a series of TCP packets (No. 48-74) from 127.0.0.1 to 127.0.0.1. A red circle highlights the 'Protocol' column for these packets, which are all TCP. The packet details pane for packet 74 shows the TCP segment structure, including the 'Seq=5555', 'Ack=5556', 'Win=65536', and 'Len=0' fields. The packet bytes pane shows the raw data of the packet, which is a TCP reset (RST) packet with the 'RST' flag set. The status bar at the bottom indicates 'The TCP payload of this packet (tcp.payload), 77 bytes'.

No.	Time	Source	Destination	Protocol	Length	Info
48	14.543887430	127.0.0.1	127.0.0.1	TCP	60	5555 → 5556 [ACK] Seq=5555 Win=65536 Len=0 Tsv=346263...
49	14.543891840	127.0.0.1	127.0.0.1	TCP	60	5555 → 5556 [ACK] Seq=5555 Win=65536 Len=0 Tsv=346263...
50	14.543896000	127.0.0.1	127.0.0.1	TCP	60	5555 → 5556 [ACK] Seq=5555 Win=65536 Len=0 Tsv=346263...
51	14.543897160	127.0.0.1	127.0.0.1	TCP	60	5555 → 5556 [ACK] Seq=5555 Win=65536 Len=0 Tsv=346263...
52	14.543897760	127.0.0.1	127.0.0.1	TCP	60	5555 → 5556 [ACK] Seq=5555 Win=65536 Len=0 Tsv=346263...
53	14.543898240	127.0.0.1	127.0.0.1	TCP	60	5555 → 5556 [ACK] Seq=5555 Win=65536 Len=0 Tsv=346263...
54	14.543898840	127.0.0.1	127.0.0.1	TCP	60	5555 → 5556 [ACK] Seq=5555 Win=65536 Len=0 Tsv=346263...
55	14.544002337	127.0.0.1	127.0.0.1	TCP	60	5555 → 5556 [ACK] Seq=5555 Win=65536 Len=0 Tsv=346263...
56	14.544007382	127.0.0.1	127.0.0.1	TCP	60	5555 → 5556 [ACK] Seq=5555 Win=65536 Len=0 Tsv=346263...
57	14.544012427	127.0.0.1	127.0.0.1	TCP	60	5555 → 5556 [ACK] Seq=5555 Win=65536 Len=0 Tsv=346263...
58	14.544017472	127.0.0.1	127.0.0.1	TCP	60	5555 → 5556 [ACK] Seq=5555 Win=65536 Len=0 Tsv=346263...
59	14.544022517	127.0.0.1	127.0.0.1	TCP	60	5555 → 5556 [ACK] Seq=5555 Win=65536 Len=0 Tsv=346263...
60	14.544027562	127.0.0.1	127.0.0.1	TCP	60	5555 → 5556 [ACK] Seq=5555 Win=65536 Len=0 Tsv=346263...
61	14.544032607	127.0.0.1	127.0.0.1	TCP	60	5555 → 5556 [ACK] Seq=5555 Win=65536 Len=0 Tsv=346263...
62	14.544037652	127.0.0.1	127.0.0.1	TCP	60	5555 → 5556 [ACK] Seq=5555 Win=65536 Len=0 Tsv=346263...
63	14.544042697	127.0.0.1	127.0.0.1	TCP	60	5555 → 5556 [ACK] Seq=5555 Win=65536 Len=0 Tsv=346263...
64	14.544047742	127.0.0.1	127.0.0.1	TCP	60	5555 → 5556 [ACK] Seq=5555 Win=65536 Len=0 Tsv=346263...
65	14.544052787	127.0.0.1	127.0.0.1	TCP	60	5555 → 5556 [ACK] Seq=5555 Win=65536 Len=0 Tsv=346263...
66	14.544057832	127.0.0.1	127.0.0.1	TCP	60	5555 → 5556 [ACK] Seq=5555 Win=65536 Len=0 Tsv=346263...
67	14.544062877	127.0.0.1	127.0.0.1	TCP	60	5555 → 5556 [ACK] Seq=5555 Win=65536 Len=0 Tsv=346263...
68	14.544067922	127.0.0.1	127.0.0.1	TCP	60	5555 → 5556 [ACK] Seq=5555 Win=65536 Len=0 Tsv=346263...
69	14.544072967	127.0.0.1	127.0.0.1	TCP	60	5555 → 5556 [ACK] Seq=5555 Win=65536 Len=0 Tsv=346263...
70	14.544078012	127.0.0.1	127.0.0.1	TCP	60	5555 → 5556 [ACK] Seq=5555 Win=65536 Len=0 Tsv=346263...
71	14.544083057	127.0.0.1	127.0.0.1	TCP	60	5555 → 5556 [ACK] Seq=5555 Win=65536 Len=0 Tsv=346263...
72	14.544088102	127.0.0.1	127.0.0.1	TCP	60	5555 → 5556 [ACK] Seq=5555 Win=65536 Len=0 Tsv=346263...
73	14.544093147	127.0.0.1	127.0.0.1	TCP	60	5555 → 5556 [ACK] Seq=5555 Win=65536 Len=0 Tsv=346263...
74	14.544098192	127.0.0.1	127.0.0.1	TCP	60	5555 → 5556 [ACK] Seq=5555 Win=65536 Len=0 Tsv=346263...

Window size value: 512  
[Calculated window size: 65536]  
[Window size scaling factor: 128]  
Checksum: 0x7e75 [unverified]  
[Checksum Status: Unverified]  
Urgent pointer: 0  
Options: (12 bytes), No-Operation (NOP), No-Operation (NOP), Timestamps  
[SEQ/ACK analysis]  
[Timestamps]  
[6 bytes] (77 bytes)

0040 aa f0 82 52 49 44 47 45 41 43 4b 9d 8a 63 6c 65 --[RST] RST=1234567890

The TCP payload of this packet (tcp.payload), 77 bytes

Packets: 116 - Displayed: 116 (100.0%) Profile: Default

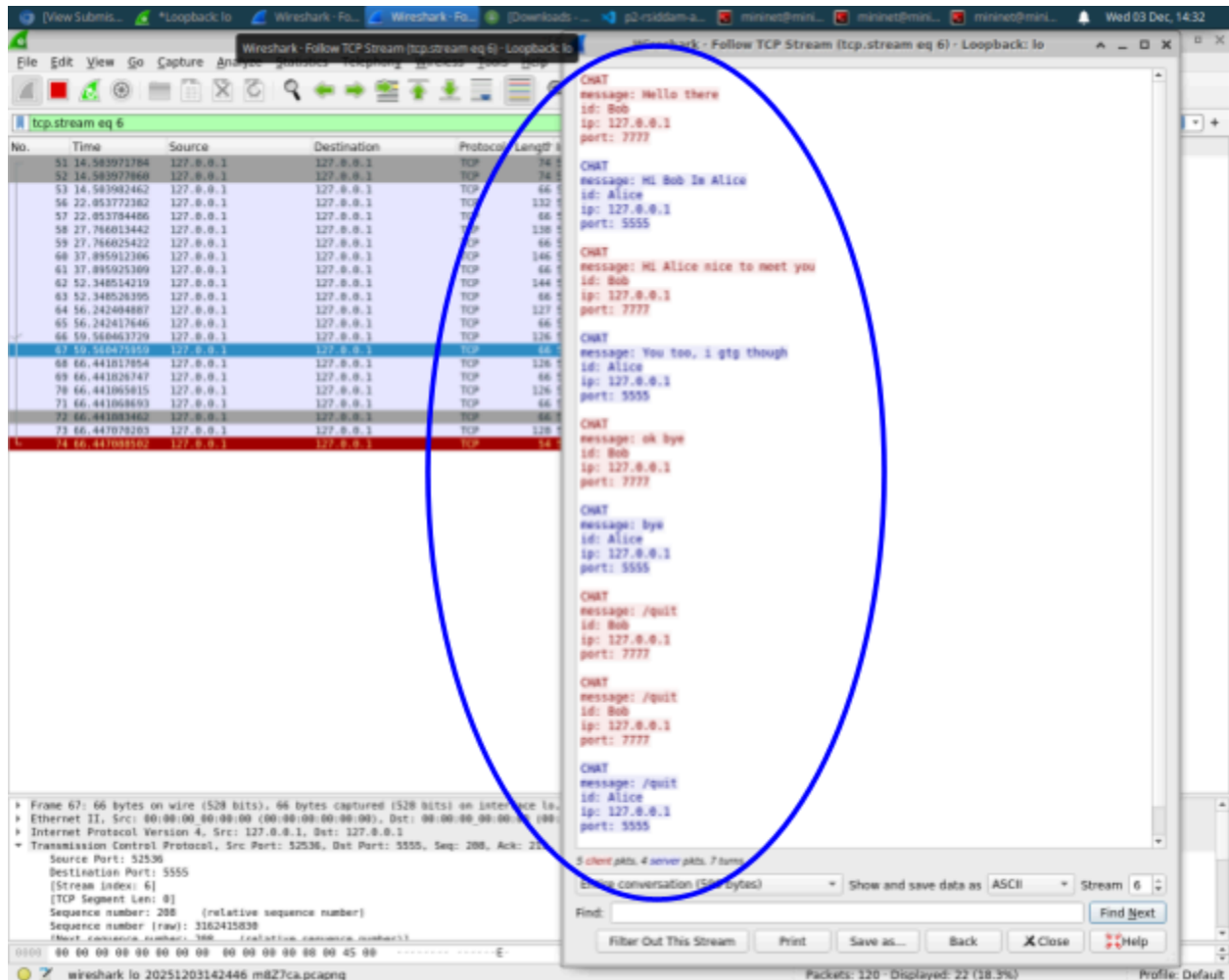


The screenshot displays the Wireshark network protocol analyzer interface. The top menu bar includes File, Edit, View, Go, Capture, Database, Statistics, Help, and a search bar. The toolbar contains icons for various functions like opening files, saving, and zooming. The main display area is divided into three panes:

- Packet List:** Shows a list of captured packets. The first packet (No. 78) is selected, showing a TCP segment from 127.0.0.1 to 127.0.0.1 on port 5555. The packet is highlighted in red.
- Packet Details:** Shows the hierarchical structure of the selected packet. It is a TCP segment (Length: 55) containing a DNS query (Length: 55). The DNS query is further detailed as a Standard query for 8a764295.v0.msccnd.net.
- Packet Bytes:** Shows the raw data of the selected packet in hexadecimal and ASCII format.

The packet list pane shows a series of DNS queries and responses. The first packet (No. 78) is selected, showing a TCP segment from 127.0.0.1 to 127.0.0.1 on port 5555. The packet details pane shows the structure of a DNS query packet. The packet bytes pane shows the raw data of the packet.





14. Consider the simplifying assumptions for this assignment. Which simplification in particular needs to be addressed for the server to function as a “real” server?

The assumption “There are only two clients and one server” needs to be addressed for a “real” server because a real server should be able to handle a lot more clients, be able to match them up with each other, and manage commands as it does now for all clients.

15. Suppose you are in an interview, what would you have to say about this project?

This project was an interactive exploration into network programming. I created a custom application-layer protocol using TCP as a base that combines client-server discovery with peer-peer communication. I learned how to handle commands, messages, and headers, implemented error resilience and graceful shutdown, and utilized both persistent and non-persistent connections. I also learned that, despite TCP providing reliability, it is still up to the protocol makers to handle the errors that it catches.