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: {}\r\n
   id: {}\r\n
   ip: {}\r\n
   port: {}\r\n
   \r\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.

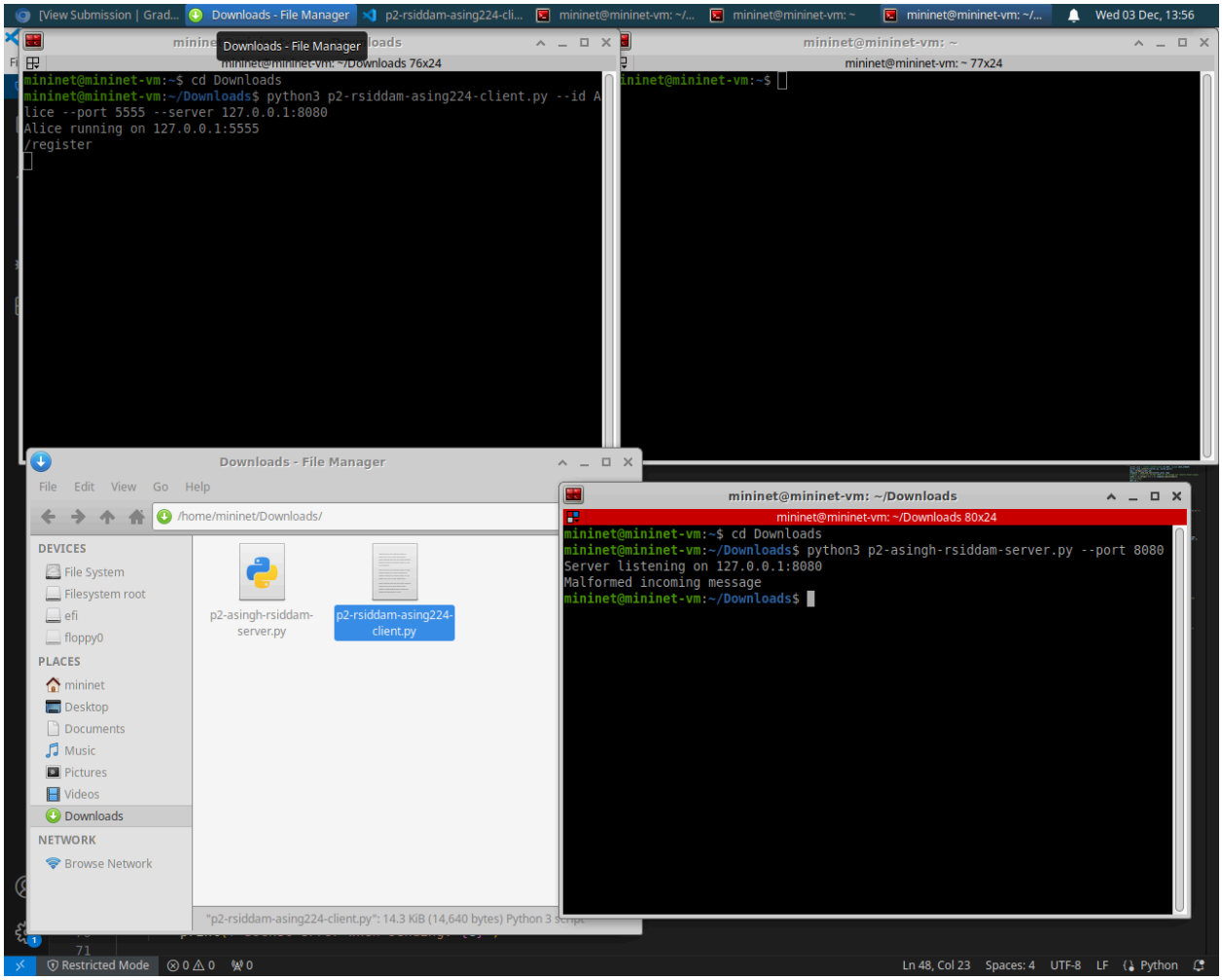
7. Is your peer-peer client program using a persistent or non-persistent TCP connection? Explain your answer.
    a. Persistent because we keep the same TCP connection for the entire chat session and only close the connection after /quit or CTRL C.

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.

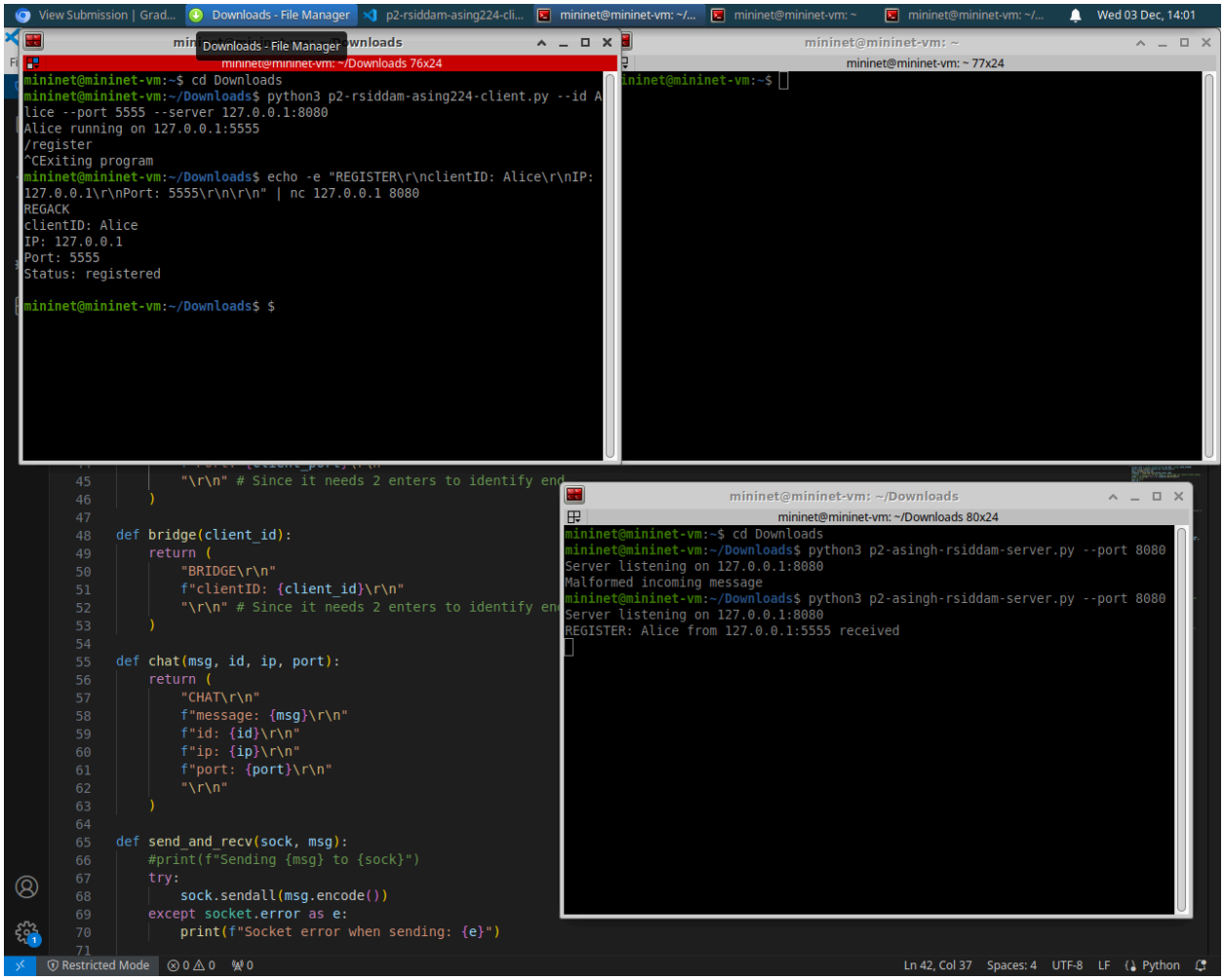
9. Which aspect of your program follows half-duplex communication?
    The turn-based chatting follows half-duplex communication because only one peer is sending at a time while the other is receiving. Both users communicate but only one can do so at a time.
    .
10. If the two clients are chatting 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.

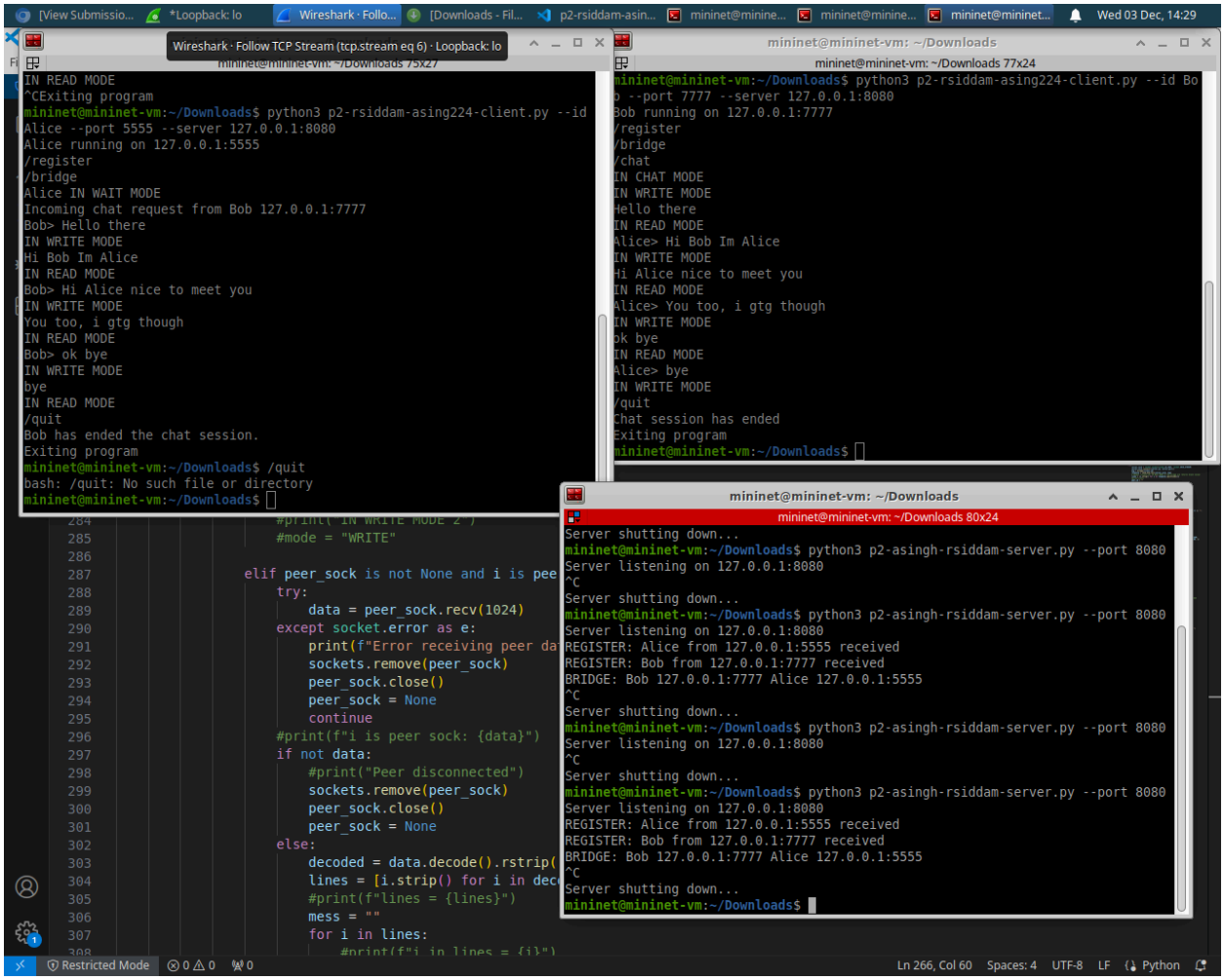
a. Sent REGISTERs instead of REGISTER

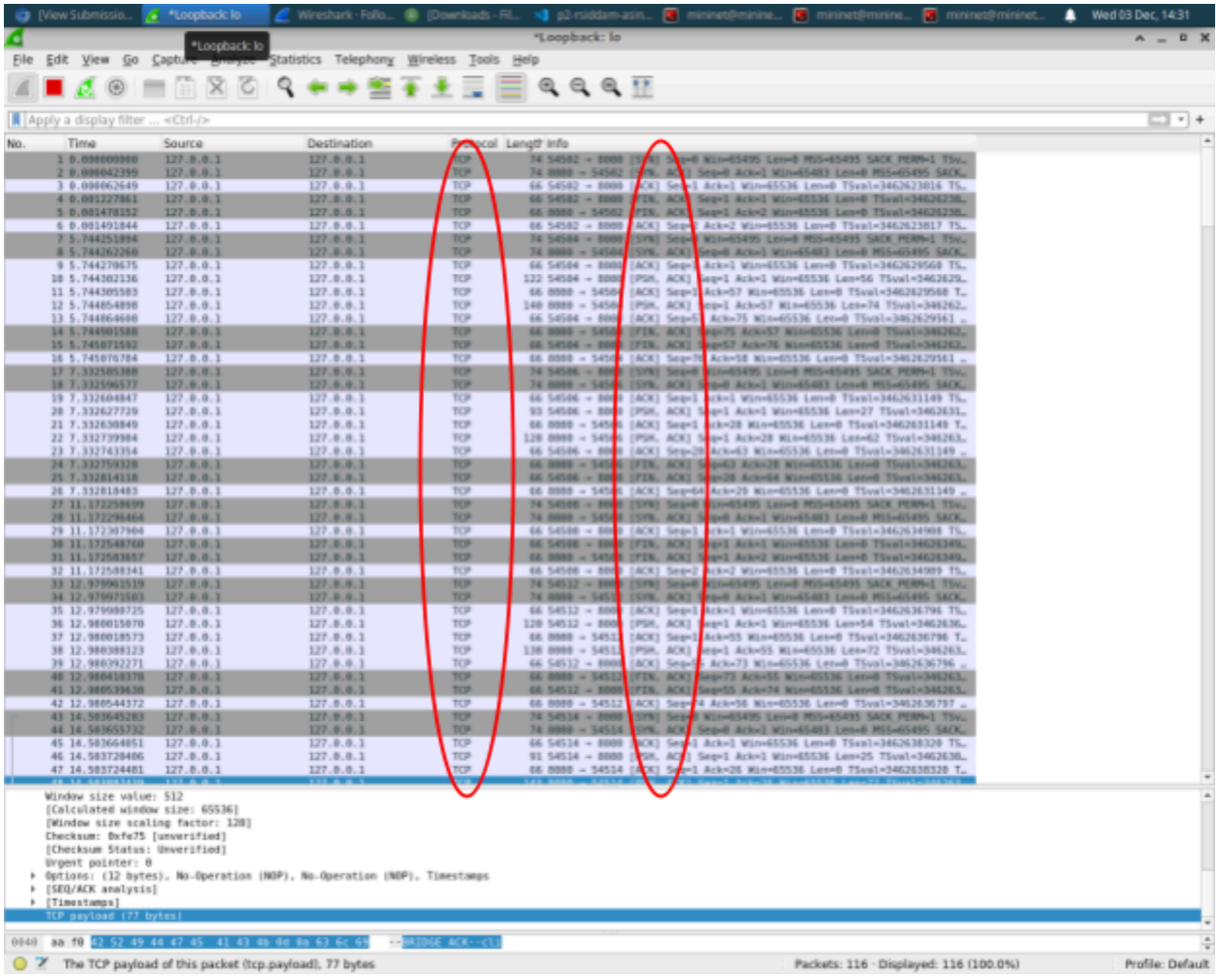


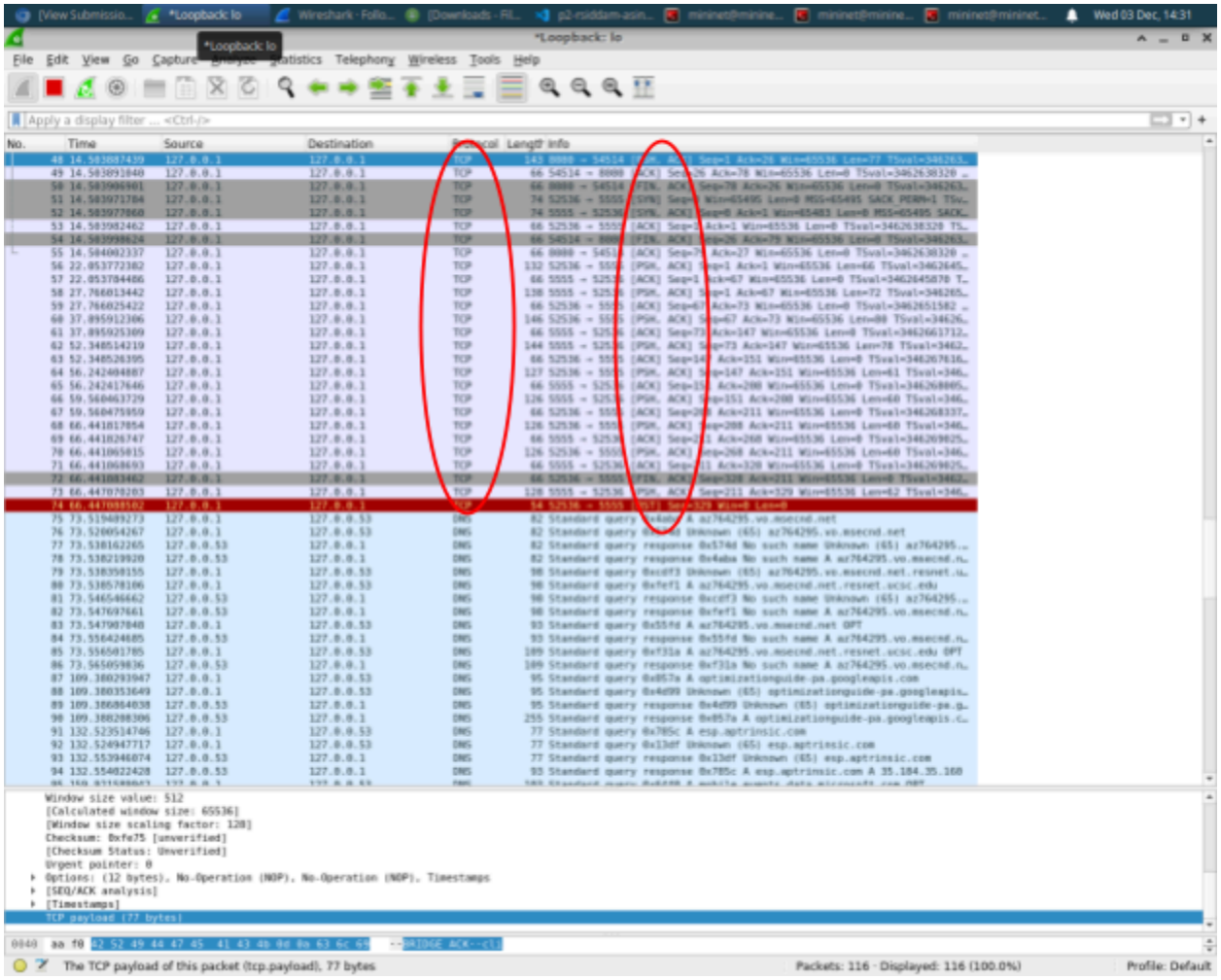
12. Send a REGISTER request from your client program to your server program using the '**`netcat`**' utility. Include screenshots of both terminals showing successful receipt of the message at the server.

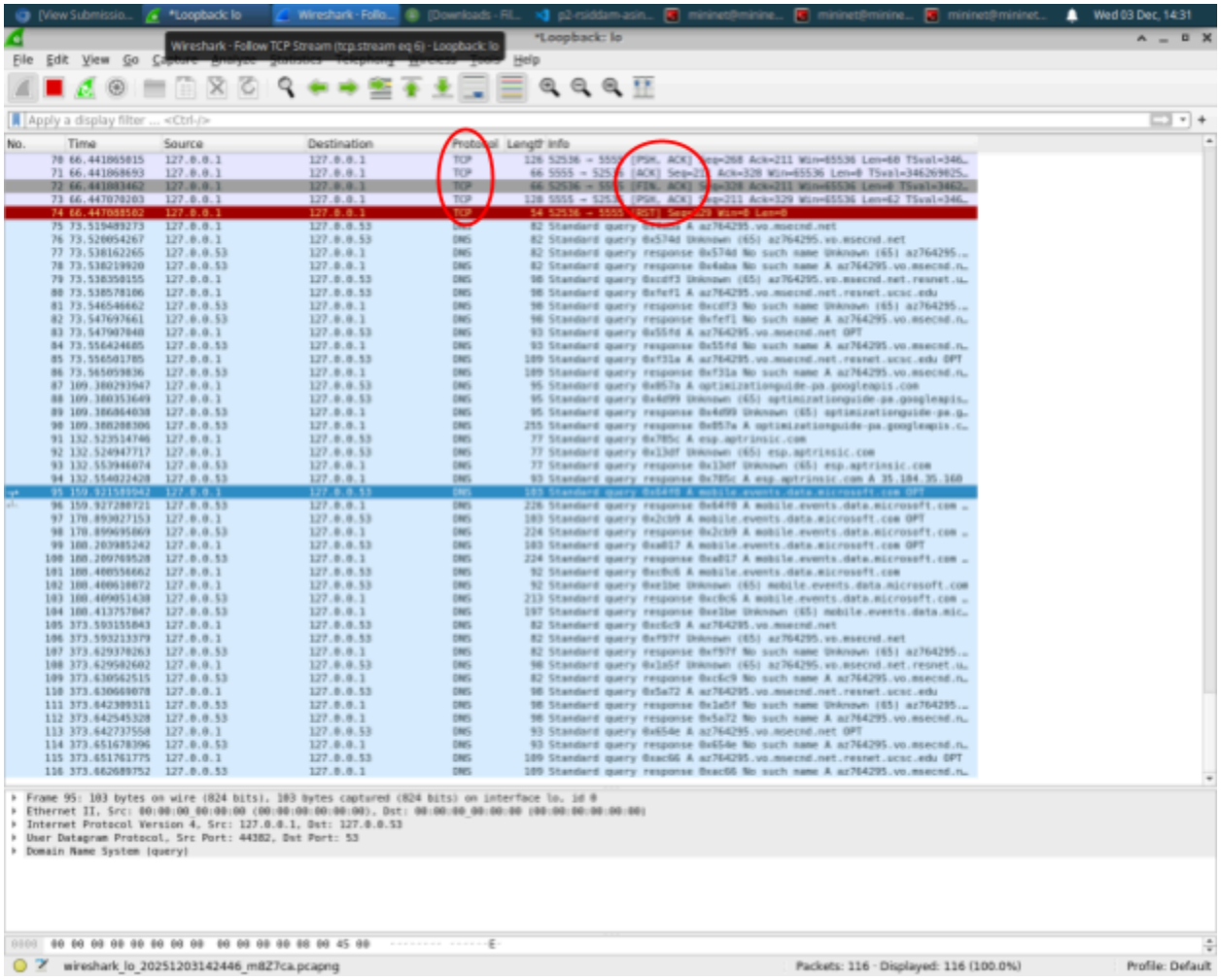


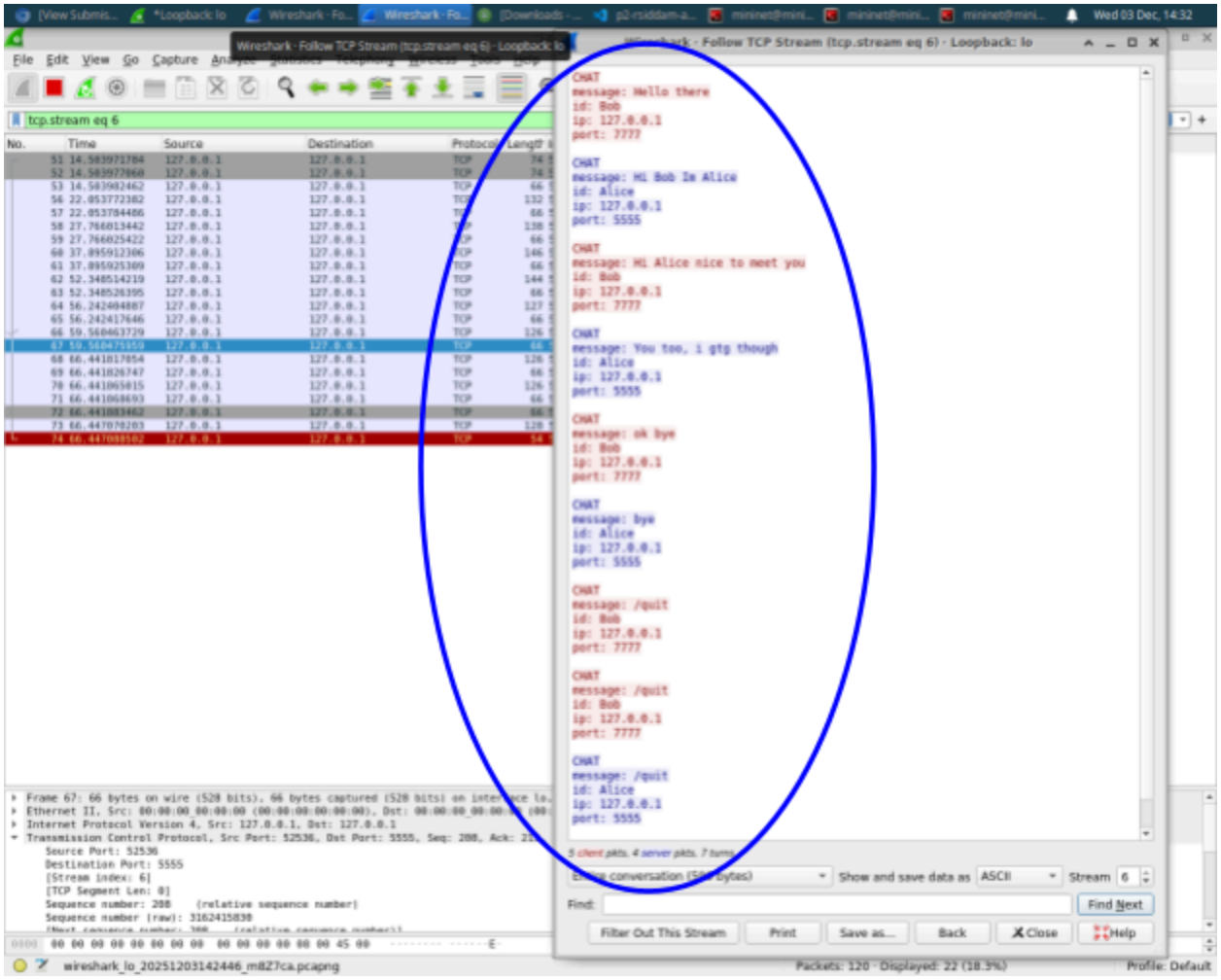
13. Include screenshot(s) showing <u>all three terminals</u>, clearly displaying:
    - Start up of your server
    - Chat exchange of at least 3 lines between peers
    - Wireshark capture of this conversation (might require 2 screenshots)
        - Circle in RED the TCP handshake and all TCP segments 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.


Wireshark · Follow TCP Stream (tcp.stream eq 6) · Loopback: lo
mininet@mininet-vm: ~/Downloads 75x27
IN READ MODE
^CExiting program
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
/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$
mininet@mininet-vm: ~/Downloads
mininet@mininet-vm: ~/Downloads 77x24
mininet@mininet-vm:~/Downloads$ python3 p2-rsiddam-asing224-client.py --id Bob --port 7777 --server 127.0.0.1:8080
Bob running on 127.0.0.1:7777
/register
/bridge
/chat
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$
#mode = "WRITE"
elif peer_sock is not None and i is pee
try:
data = peer_sock.recv(1024)
except socket.error as e:
print(f"Error receiving peer da
sockets.remove(peer_sock)
peer_sock.close()
peer_sock = None
continue
#print(f"i is peer sock: {data}")
if not data:
#print("Peer disconnected")
sockets.remove(peer_sock)
peer_sock.close()
peer_sock = None
else:
decoded = data.decode().rstrip(
lines = [i.strip() for i in dec
#print(f"lines = {lines}")
mess = ""
for i in lines:
mininet@mininet-vm: ~/Downloads
mininet@mininet-vm: ~/Downloads 80x24
Server shutting down...
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
^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$
Restricted Mode
Ln 266, Col 60
Spaces: 4
UTF-8
LF
Python


*Loopback: lo
File Edit View Go Capture Analyze Statistics Telephony Wireless Tools Help
No. Time Source Destination Protocol Length Info
Window size value: 512
[Calculated window size: 65536]
[Window size scaling factor: 128]
Checksum: 0xfe75 [unverified]
[Checksum Status: Unverified]
Urgent pointer: 0
Options: (12 bytes), No-Operation (NOP), No-Operation (NOP), Timestamps
[SEQ/ACK analysis]
[Timestamps]
TCP payload (77 bytes)
The TCP payload of this packet (tcp.payload), 77 bytes
Packets: 116 · Displayed: 116 (100.0%)
Profile: Default


*Loopback: lo
File Edit View Go Capture Analyze Statistics Telephony Wireless Tools Help
Apply a display filter ... <Ctrl-/>
No. Time Source Destination Protocol Length Info
Window size value: 512
[Calculated window size: 65536]
[Window size scaling factor: 128]
Checksum: 0xfe75 [unverified]
[Checksum Status: Unverified]
Urgent pointer: 0
Options: (12 bytes), No-Operation (NOP), No-Operation (NOP), Timestamps
[SEQ/ACK analysis]
[Timestamps]
TCP payload (77 bytes)
The TCP payload of this packet (tcp.payload), 77 bytes
Packets: 116 · Displayed: 116 (100.0%)
Profile: Default


Wireshark · Follow TCP Stream (tcp.stream eq 6) · Loopback: lo
*Loopback: lo
File Edit View Go Capture Analyze Statistics Telephony Wireless Tools Help
Apply a display filter ... <Ctrl-/>
No. Time Source Destination Protocol Length Info
Frame 95: 103 bytes on wire (824 bits), 103 bytes captured (824 bits) on interface lo, id 0
Ethernet II, Src: 00:00:00_00:00:00 (00:00:00:00:00:00), Dst: 00:00:00_00:00:00 (00:00:00:00:00:00)
Internet Protocol Version 4, Src: 127.0.0.1, Dst: 127.0.0.53
User Datagram Protocol, Src Port: 44382, Dst Port: 53
Domain Name System (query)
0000 00 00 00 00 00 00 00 00 00 00 00 00 08 00 45 00 .... E.
wireshark_lo_20251203142446_m8Z7ca.pcapng
Packets: 116 · Displayed: 116 (100.0%)
Profile: Default



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.