

Output:-

enter data : 1011101

generating polynomial : 10001000000100001

mod-ified data is : 101110100000000000000000

checksum is : 1000101101011000

final codeword is : 1011101000101101011000

test error detection 0 (yes) 1 (no) ? : 0

enter the position where error is to be inserted : 3

original data : 10011011000101101011000

error detected

Experiment - 7

Aim:- Write a program for error detecting code using CRC-CCITT (16-bits).

```
#include <stdio.h>
#include <string.h>
#define N strlen(gen)
char modif[28], checksum[28], gen[28];
int a, c, e, b;
void xer(C)
{
    for (c = 1; c < N; c++)
        checksum[c] = ((checksum[c] == gen[c]) ? '0' : '1');
}
void crc(C)
{
    for (e = 0; e < N; e++)
        checksum[e] = modif[e];
    do
    {
        if (checksum[0] == '1')
            xer(C);
        for (c = 0; c < N - 1; c++)
            checksum[c] = checksum[c + 1];
        checksum[c] = modif[e + 1];
    } while (e <= a + N - 1);
}
```

Teacher's Signature : _____

```

int main()
{
    int flag=0;
    strcpy(gen, "100010000000100001");
    printf("\n enter data");
    scanf("%s", modif);
    printf("\n ----- \n");
    printf("\n generating polynomials : %s", gen);
    a = strlen(modif);
    for (e=a; e<a+N-1; e++)
        modif[e]='0';
    printf("\n ----- \n");
    printf("mod-ified data is: %s", modif);
    printf("\n ----- \n");
    crc();
    printf("checksum is : %s", checksum);
    for (e=a; e<a+N-1; e++)
        modif[e]=checksum[e-a];
    printf("\n ----- \n");
    printf("final codeword is : %s", modif);
    printf("\n ----- \n");
    printf("\n test error detected 0(yes) 1(no)? : ");
    scanf("%d", &ke);
    if (ke==0)
    {
        do {
            printf("\n enter the position where error is to be inserted : ");
            scanf("%d", &ke);

```



```
{  
while (c == 0 || c > a + N - 1);  
modif[c-1] = (modif[c-1] == '0') ? '1' : '0';  
printf("\n ----- \n");  
printf("\n erroneous data: %s \n", modif);  
}  
  
cac();  
for (c = 0; (c < N - 1) && (checksum[c] != '1'); c++);  
if (c < N - 1)  
printf("error detected \n \n");  
else  
printf("No " \n error detected \n \n");  
printf("\n ----- \n");  
}
```

OUTPUT:-

Enter the no of nodes required = 3

Enter the dists from the nodes 1 to other node...

Pls enter 999 if there is no direct

Enter dist to node 2 = 100

Enter dist to node 3 = 999

Enter the dists from the nodes 2 to other node...

Pls enter 999 if there is no direct

Enter dist to node 1 = 999

Enter dist to node 3 = 15

Enter the dists from the nodes 3 to other node...

Pls enter 999 if there is no direct

Enter dist to node 1 = 20

Enter dist to node 2 = 25

The configuration of the nodes after initialization is as follows:

The routing table for node no 1 is as follows

DESTINATION	DISTANCE	NEXT_HOP
1	0	1
2	10	2
3	NO LINK	NO HOP

The routing table for node no 2 is as follows

DESTINATION	DISTANCE	NEXT_HOP
1	NO LINK	NO HOP
2	0	2
3	15	3

The routing table for node no 3 is as follows

DESTINATION	DISTANCE	NEXT_HOP
1	20	1
2	25	2
3	0	3

The config of the nodes after the comp of the paths is as follows:

The routing table for node no. 1 is as follows,

DESTINATION	DISTANCE	NEXT_HOP
1	0	1
2	10	2
3	25	2

The routing table for node no 2 is as follows

DESTINATION	DISTANCE	NEXT_HOP
1	35	3
2	0	2
3	15	3

The routing table for node no 3 is as follows

DESTINATION	DISTANCE	NEXT_HOP
1	20	1
2	25	2
3	0	3

Enter 0 to exit or any other key to find the shortest path: 1

Enter the nodes between which path is to be found : 1 3

The most suitable route from node 1 to 3 is as follows

1-->2-->3

The length of the shortest path between node 1 & 3 is 25

Experiment - 8

AIM: Write a program for distance vector algorithm to find suitable path for transmission.

```
#include <stdio.h>
#include <stdlib.h>
#define NUL 1000
#define NODES 10
struct node
{
    int d[NODES][3];
};
struct node n[NODES];
typedef struct node NOD;
int main()
{
    void init(int, int);
    void inp(int, int);
    void inp call(int, int);
    void ovl(int, int, int);
    void find(int, int);
    int i, j, x, y, no;
    do {
        printf("\n Enter the no. of nodes required: ");
        scanf("%d", &no);
    } while (no > 10 || no < 0);
```



```

for (Ci=0; i<no; i++)
{
    init(no, i);
    inp(no, i);
}
printf("\n The configuration of the nodes after initialization is as follows:");
for (Ci=0; i<no; i++)
    ch1(no, i, 0);
for (j=0; j<no; j++)
{
    for (Ci=0; i<no; i++)
        call1(no, i);
}
printf("\n The config of the nodes after the comp the paths is as follows:");
for (Ci=0; i<no; i++)
    ch1(no, i, 1);
while(1)
{
    printf("\n Enter 0 to exit or any other key to find the shortest path:");
    scanf("%d", &kj);
    if (!kj)
        break;
    do {
        printf("\n Enter the nodes b/n which path is to be found:");
        scanf("%d %d", &x, &y);
    } while ((x<0 || x>no) && (y<0 || y>no));
    if (x==y) printf("\n The most suitable route from node %d to %d is as follows\n", x, y);
}

```

```

find(x,y);
printf("%d",y);
printf("\n The length of the shortest path between node %d & %d is %d",
x,y,n[x-1][y-1]);
}
}

void init(int no, int x)
{
    int i;
    for(i=0; i<no; i++) {
        n[x][i][1] = i;
        n[x][i][2] = 999;
        n[x][i][3] = NULL;
    }
    n[x][x][2] = 0;
    n[x][x][3] = x;
}

void inp(int no, int x)
{
    int i;
    printf("\n Enter the dists from nodes %d to other nodes...", x+1);
    printf("\n pls enter 999 if there is no direct \n");
    for(i=0; i<no; i++)
    {
        if(i!=x)
        {
            do
            {

```

```

printf("\n Enter dist to next %d = ", i+1);
scanf("%d", &n[x].a[i][2]);
} while (n[x].a[i][2] < 0 || n[x].a[i][2] > 999);
if (n[x].a[i][2] == 999)
n[x].a[i][3] = 1
??
}
void callen(int no, int x)
{
void compen(int, int, int);
int i;
for (i = 0; i < no; i++)
{
if (n[x].a[i][2] != 999 && n[x].a[i][2] != 0)
{
compen(x, i, no);
}
}
void compen(int x, int y, int no)
{
int i, z;
for (i = 0; i < no; i++)
{
z = n[x].a[i][2] + n[y].a[i][2];
if (n[x].a[i][2] > z)
{
n[x].a[i][2] = z;
n[x].a[i][3] = y;
}
}
}
}

```



```

void opt (int no, int x, int z)
{
    int i, j;
    printf ("In The routing table for node no %d is as follows", x+1);
    printf ("In In |&|&|& DESTINATION |&|&|& DISTANCE |&|&|& NEXT_HOP");
    for (i=0; i<no; i++) {
        if ((13 * KK n[x].t[i][2] >= 999) || (n[x].t[i][2] >= (999 * no)))
            printf ("In |&|&|& %d |&|&|& NO LINK |&|&|& NO HOP", n[x].t[i][1]+1);
        else
            if (n[x].t[i][3] == NULL)
                printf ("In |&|&|& %d |&|&|& %d |&|&|& NO HOP", n[x].t[i][1]+1, n[x].t[i][2]);
            else
                printf ("In |&|&|& %d |&|&|& %d |&|&|& %d", n[x].t[i][1]+1, n[x].t[i][2],
                    n[x].t[i][3]+1);
    }
}

void find (int x, int y)
{
    int i, j;
    i = x-1;
    j = y-1;
    printf ("%d --> ", x);
    if (n[i].t[j][3] != j)
    {
        find (n[i].t[j][3]+1, y);
    }
    return;
}

```

OUTPUT:-

Distance Matrix (4x4, max distance / infinity is 99):

12 43 54 67

32 45 67 43

23 23 23 43

1 2 34 4

Enter the source vertex : (0-3)

0

vertex	Distance	Path
--------	----------	------

0 → 1	43	0 1
-------	----	-----

0 → 2	54	0 2
-------	----	-----

0 → 3	67	0 3
-------	----	-----

Experiment - 9:-

Aim: Implement Dijkstra's algorithm to compute the shortest path for a given topology.

```
#include <bits/stdc++.h>
using namespace std;
#define V 4
int minDistance(int dist[], bool sptSet[]) {
    int min = 9999, min_index;
    for (int v = 0; v < V; v++)
        if (sptSet[v] == false && dist[v] <= min)
            min = dist[v], min_index = v;
    return min_index;
}
void printPath(int parent[], int j) {
    if (parent[j] == -1)
        return;
    printPath(parent, parent[j]);
    cout << j << " ";
}
void printSolution(int dist[], int n, int parent[]) {
    int src = 0;
    cout << "Vertex \t Distance \t Path" << endl;
    for (int i = 1; i < V; i++) {
        cout << "In"
            << endl << " -> " << i << " \t \t " << dist[i] << " \t \t "
```

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```

        << src << " ";
        printPath(parent, i);
    }
}

void dijkstra(int graph[V][V], int src) {
    int dist[V];
    bool sptSet[V];
    int parent[V];
    for (int i = 0; i < V; i++) {
        parent[i] = -1;
        dist[i] = 9999;
        sptSet[i] = false;
    }
    dist[src] = 0;
    for (int count = 0; count < V - 1; count++) {
        int u = minDistance(dist, sptSet);
        sptSet[u] = true;
        for (int v = 0; v < V; v++)
            if (!sptSet[v] && graph[u][v] && dist[u] + graph[u][v]
                < dist[v]) {
                parent[v] = u;
                dist[v] = dist[u] + graph[u][v];
            }
    }
}

printSolution(dist, V, parent);
}

int main() {
    int graph[V][V];

```

```
cout << "Distance Matrix (" << V << "x" << V << ", max distance/infinity is  
99): " << endl;  
for (int i = 0; i < V; i++) {  
    for (int j = 0; j < V; j++)  
        cin >> graph[i][j];  
}  
cout << "Enter the source vertex : (0 - " << V - 1 << ") " << endl;  
int src;  
cin >> src;  
  
dijkstra(graph, src);  
cout << endl;  
return 0;  
}
```

Output:-

packet[0]: 83 bytes

packet[1]: 86 bytes

packet[2]: 77 bytes

packet[3]: 15 bytes

packet[4]: 93 bytes

Enter the Output size: 30

Enter the Bucket size: 85

Incoming Packet size: 83

Bytes remaining to Transmit: 83

Packet of size 30 Transmitted ---- Bytes Remaining to Transmit: 53

Packet of size 30 Transmitted ---- Bytes Remaining to Transmit: 23

Packet of size 23 Transmitted ---- Bytes Remaining to Transmit: 0

Incoming packet size (86 bytes) is Greater than bucket capacity (85 bytes)
- PACKET REJECTED

Incoming Packet size:- 77

Bytes remaining to Transmit: 77

Packet of size 30 Transmitted ---- Bytes Remaining to Transmit: 47

Packet of size 30 Transmitted ---- Bytes Remaining to Transmit: 17

Packet of size 17 Transmitted ---- Bytes Remaining to Transmit: 0

Incoming Packet size: 15

Bytes remaining to Transmit: 15

Packet of size 15 Transmitted ---- Bytes Remaining to Transmit: 0

Incoming packet size (93 bytes) is Greater than bucket capacity (85 bytes) - PACKET REJECTED

Experiment - 10 :-

Aim :- Write program for congestion control using leaky bucket algorithm.

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
#include <unistd.h>
```

```
#define NOF_PACKETS 5
```

```
/*
```

```
int rand (int a)
```

```
{
```

```
int rn = (random() % 10) % a;
```

```
return rn == 0 ? 1 : rn;
```

```
}
```

```
*/
```

```
/*
```

```
#include <stdlib.h>
```

```
long int random(void);
```

The random() function uses a nonlinear additive feedback random number generator employing a default table of size 31 long integers to return successive pseudo-random numbers in the range from 0 to RAND_MAX. The period of this random number generator is very large, approximately $16 * ((2^{31}) - 1)$.

```
*/
```

```
int main() {
```

```
int packet_sz[NOF_PACKETS][NOF_PACKETS], i, clk, b_size, b_rate, p_sz, m=0,

```

```
p_sz, p_time, ch;
```

```
for (i=0; i<NOF_PACKETS; ++i)
```

Teacher's Signature : _____

```

packet_sz[i] = random() % 100;
for (i = 0; i < NOF_PACKETS; ++i)
    printf("\n packet [%d]: %d bytes \n", i, packet_sz[i]);
printf("\n Enter the Output rate: ");
scanf("%d", &O_rate);
printf("Enter the Bucket Size:");
scanf("%d", &K_size);
for (i = 0; i < NOF_PACKETS; ++i)
{
    if ((packet_sz[i] + h_sz_rm) > b_size)
        if (packet_sz[i] > b_size) /* compare the packet size with bucket size */
            printf("\n\n Incoming packet size (%d bytes) is Greater than bucket capacity (%d bytes) - PACKET REJECTED", packet_sz[i], b_size);
        else
            printf("\n\n Bucket capacity exceeded - PACKETS REJECTED!!");
    else
    {
        h_sz_rm += packet_sz[i];
        printf("\n\n Incoming Packet size: %d", packet_sz[i]);
        printf("\n Bytes remaining to Transmit: %d", h_sz_rm);
        // h_time = random() * 10;
        // printf("\n Time left for transmission: %d units", h_time);
        // for (clk = 10; clk <= h_time; clk += 10)
        while (h_sz_rm > 0)
        {
            step(1);
            if (h_sz_rm)
            {

```

```
if (p-sz-rm <= 0-rate) /* packet size remaining comparing with
                        output rate */
    sh = p-sz-rm, p-sz-rm = 0;
else
    sh = 0-rate, p-sz-rm = 0-rate;
    printf("\n Packet of size %d Transmitted", sh);
    printf("---- Bytes Remaining to Transmit: %d", p-sz-rm);
}
else
{
    printf("\n No packets to transmit!!");
}
}
}
}
}
```


OUTPUT:-

The server is ready to ~~receive~~ receive

Enter file name : ServerTCP.py

From Server :

```
from socket import *
```

```
serverName = "127.0.0.1"
```

```
serverPort = 12000
```

```
serverSocket = socket(AF_INET, SOCK_STREAM)
```

```
serverSocket.bind((serverName, serverPort))
```

```
serverSocket.listen(1)
```

```
while 1:
```

```
    print("The server is ready to receive")
```

```
    connectionSocket, addr = serverSocket.accept()
```

```
    sentence = connectionSocket.recv(1024).decode()
```

```
    file = open(sentence, "a")
```

```
    d = file.read(1024)
```

```
    connectionSocket.send(d.encode())
```

```
    print('\n Sent contents of ' + sentence)
```

```
    file.close()
```

```
    connectionSocket.close()
```

The server is ready to receive

Sent contents of ServerTCP.py

The server is ready to receive.

Experiment : 11

AIM:- Using TCP/IP sockets, write a client-server program to make client sending the file name and server to send back the contents of the requested file if present

Client TCP.py

```
from socket import *
serverName = '127.0.0.1'
serverPort = 12000
clientSocket = socket(AF_INET, SOCK_STREAM)
clientSocket.connect((serverName, serverPort))
sentence = input("In Enter file name : ")
clientSocket.send(sentence.encode())
filecontents = clientSocket.recv(1024).decode()
print("In From Server: ")
print(filecontents)
clientSocket.close()
```

Server TCP.py

```
from socket import *
serverName = "127.0.0.1"
serverPort = 12000
serverSocket = socket(AF_INET, SOCK_STREAM)
serverSocket.bind((serverName, serverPort))
serverSocket.listen(1)
```

Teacher's Signature : _____

while (1):

print ("The server is ready to receive")

connectionSocket, addr = serverSocket.accept()

sentence = connectionSocket.recv(1024).decode()

file = open(sentence, "r")

l = file.read(1024)

connectionSocket.send(l.encode())

print ("In Sent contents of ' + sentence)

file.close()

connectionSocket.close()

OUTPUT :-

The server is ready to receive
Sent contents of server UDP, by
The server is ready to receive

Experiment 12 :-

AIM :- Using UDP sockets, write a client-server program to make client sending the file name and the server to send back the contents of the requested file if present.

Client UDP.py

```
from socket import *
serverName = "127.0.0.1"
serverPort = 12000
clientSocket = socket(AF_INET, SOCK_DGRAM)
sentence = input("Enter file name: ")
clientSocket.sendto(bytes(sentence, "utf-8"), (serverName, serverPort))
filecontents, serverAddress = clientSocket.recvfrom(2048)
print("\n Reply from server : \n")
print(filecontents.decode("utf-8"))
# for i in filecontents:
# print(chr(i), end=" ")
clientSocket.close()
clientSocket.close()
```

Server UDP.py

```
from socket import *
serverPort = 12000
serverSocket = socket(AF_INET, SOCK_DGRAM)
serverSocket.bind(("127.0.0.1", serverPort))
```

```
print("The server is ready receive")
```

```
while 1:
```

```
    sentence, clientAddress = serverSocket.recvfrom(2048)
```

```
    sentence = sentence.decode("utf-8")
```

```
    file = open(sentence, "a")
```

```
    d = file.read(2048)
```

```
    serverSocket.sendto(bytes(d, "utf-8"), clientAddress)
```

```
    print("\n Sent contents of ", end = ' ')
```

```
    print(sentence)
```

```
    # for i in sentence:
```

```
        # print(str(i), end = ' ')
```

```
    file.close()
```