

Iterative Socket Server

Brett Knox & Gary Li



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Professor Scott Kelly

# **Introduction**

# **Project Purpose:**

*To create:*

* A single-threaded/iterative server that listens to a port & accepts requests from a client server, to then operate to return the requested information to the client
* A multithreaded client that requests information from the server & creates a user-specified number of requests (threads).

# **Project Goals:**

## ***Server Program:***

* Listen to client requests at a specific port
* serially handle clients
* Perform the following operations:
  + - Determine the date and time on the server,
    - Find how long the server has been running since last boot-up
    - Determine the current memory usage on the server
    - List the network connections on the server
    - Create a list of the users currently connected to the server
    - Create a list of the programs that are currently running on the server
* Collect and send the values obtained from performing the operations above to the client

## ***Client Program:***

* Prompt the user for the IP address of the server to connect to
* Prompt the user for the port to connect to
* Prompt the user to select one of the operations (mentioned in the server portion)
* Ask the user to select how many requests to send to the server
* Output the client & the corresponding response (output requested by that client)

## ***Testing & Analysis:***

* Run/Test the programs and collect the following data for each operation:
  + - Total time to run all requests
    - The number of requests/client threads (corresponding to the other data collected)
    - The average time taken to run a single request
    - The average change in time taken to run a single request based on the number of requests

# **Paper – What to Expect:**

* Client-Server Setup & configuration: the design & operations of the client and server programs
* Testing & data collection: collecting the previously specified data from running the programs
* Data Analysis: Analyzing the collected data to determine the effects of increasing the number of clients on the turnaround time for individual clients and on the Average turnaround time in general, as well as determining the primary cause(s) of the effects on the individual client turnaround time and average turnaround time.
* Conclusion: conclusions drawn from data analysis
* Lessons learned: What I learned from this assignment

# **Client-Server Setup && Configuration**

## **Server Program Design & Operation:**

The server is designed to listen to a specific port for requests from clients. Once the request is received, the server is to perform the requested operation and send the value returned by that operation back to the client. The client may create multiple requests for the same operation in multiple threads, but the server will only perform one request at a time (serially), thus making it an iterative server. The server is designed to run indefinitely, since it needs to be able to continuously listen to the port for client requests. The operations the server performs implement a “runCommand” method that takes the corresponding terminal commands in string form to run as a parameter, runs the terminal command, reads the result of running the command and stores it in a string variable, then returns that string to be written/sent out to the client.

## **Client Program Design & Operation:**

# **Testing & Data Collection**

## **How the Programs Were Tested:**

We connected to UNF’s VPN and implemented our Programs via .tlp files in Bitvise, then connected the client to the server by inputting the server's IP address and the port the server was listening to. Then, we ran each function to ensure the output was what we expected or aimed for it to be. After ensuring the outputs were correct, we ran each request through the following number of iterations: 1, 5, 10, 15, 20, and 25. We then recorded the Total time taken for all requests & the average time taken per individual request for each load size.

## **Data Collected:**

### **Date & Time**

|  |  |  |
| --- | --- | --- |
| Number of Requests | Total Turnaround Time (ms) | Average individual request Turnaround time (ms) |
| 1 | 0.497 | 0.497 |
| 5 | 1.597 | 0.319 |
| 10 | 4.881 | 0.488 |
| 15 | 3.116 | 0.207 |
| 20 | 4.307 | 0.215 |
| 25 | 6.356 | 0.254 |

Table - date & time

Figure - date & time

### **Uptime**

|  |  |  |
| --- | --- | --- |
| Number of Requests | Total Turnaround Time  (ms) | Average individual request Turnaround time  (ms) |
| 1 | 0.221 | 0.221 |
| 5 | 1.555 | 0.311 |
| 10 | 4.173 | 0.417 |
| 15 | 2.641 | 0.176 |
| 20 | 11.426 | 0.571 |
| 25 | 5 | 0.202 |

Table – Uptime

Figure - Uptime

### **Memory Used**

|  |  |  |
| --- | --- | --- |
| Number of Requests | Total Turnaround Time  (ms) | Average individual request Turnaround time  (ms) |
| 1 | 0.255 | 0.255 |
| 5 | 4.189 | 0.837 |
| 10 | 2.962 | 0.296 |
| 15 | 1.811 | 0.121 |
| 20 | 8.532 | 0.429 |
| 25 | 10.065 | 0.402 |

Table - Memory Used

Figure - Memory Used

### **Netstat**

|  |  |  |
| --- | --- | --- |
| Number of Requests | Total Turnaround Time  (ms) | Average individual request Turnaround time  (ms) |
| 1 | 18.397 | 18.397 |
| 5 | 191.945 | 38.389 |
| 10 | 490.552 | 49.055 |
| 15 | 575.887 | 38.393 |
| 20 | 1243.346 | 62.127 |
| 25 | 2397.806 | 95.912 |

Table – Netstat

Figure - Netstat

### **Current Users**

|  |  |  |
| --- | --- | --- |
| Number of Requests | Total Turnaround Time  (ms) | Average individual request Turnaround time  (ms) |
| 1 | 1.096 | 1.096 |
| 5 | 12.204 | 2.441 |
| 10 | 21.676 | 2.167 |
| 15 | 80.906 | 5.394 |
| 20 | 118.676 | 5.933 |
| 25 | 190.147 | 7.606 |

Table - Current Users

Figure - Current Users

### **Running Processes**

|  |  |  |
| --- | --- | --- |
| Number of Requests | Total Turnaround Time  (ms) | Average individual request Turnaround time  (ms) |
| 1 | 9.785 | 9.785 |
| 5 | 74.731 | 14.946 |
| 10 | 287.234 | 28.723 |
| 15 | 564.704 | 37.647 |
| 20 | 1113.853 | 55.693 |
| 25 | 1463.528 | 58.541 |

Table - Running Processes

Figure - Running Processes

# **Data Analysis**

## **Effect of increasing the number of clients on the Turnaround time for individual clients**

## **Effect of increasing the number of clients on the average Turnaround time**

## **Primary Cause(s) of the effect on individual client turnaround time and average turnaround time**

# **Conclusion**

# **Lessons Learned:**