

PROJECT NUMBER2 - SOCKET PROGRAMMING SIMULATION

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SOCKET PROGRAMMING SIMULATION?

To Implement a basic client-server application using Cisco Packet Tracer's programming feature to demonstrate socket communication between two devices.



HTTP PROTOCOL:

In Cisco Packet Tracer, you can simulate HTTP protocol using the Programming feature on devices like PCs and Servers. While Packet Tracer does not provide a full-fledged web server with advanced functionality, it allows you to implement a basic client-server model using HTTP.

this simple HTTP communication in Cisco Packet Tracer demonstrates how to simulate client-server communication over the HTTP protocol using socket programming. You can extend this by handling multiple requests or simulating more complex web interactions (though limited within the scope of Packet Tracer).



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REAL LIFE EXAMPLE:

In a real-world scenario, socket programming is used in numerous applications such as online banking, email communication, file transfers, real-time communication, and more. Through this simulation, you can understand how client devices interact with servers over networks using sockets, a fundamental technology in both enterprise and consumer applications.



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REAL LIFE EXAMPLE OF USING HTTP:

EXAMPLE: ACCESSING A PUBLIC INFORMATIONAL WEBSITE, LIKE A LOCAL GOVERNMENT SITE OR AN EDUCATIONAL PAGE.

SCENARIO: SUPPOSE YOU VISIT [HTTP://EXAMPLE.COM](http://example.com) TO READ BLOG ARTICLES OR LOOK UP GENERAL

INFORMATION.WHY HTTP IS USED HERE:
NO SENSITIVE DATA (LIKE PASSWORDS OR CREDIT CARD NUMBERS) IS BEING TRANSMITTED.

SPEED AND SIMPLICITY ARE PRIORITIZED FOR DELIVERING STATIC CONTENT.

KEY POINT: HTTP IS SUFFICIENT WHEN SECURITY ISN'T A CONCERN, BUT THE CONNECTION ISN'T SECURE (E.G., DATA SENT CAN BE INTERCEPTED BY HACKERS)



04

SOCKET SIMULATION USING HTTPS PROTOCOL:

we created a simple client-server application using socket programming to simulate HTTP communication in Cisco Packet Tracer. We'll implement a server that listens for incoming requests and a client that sends HTTP requests to the server.

STEP 1: SETUP DEVICES

OPEN CISCO PACKET TRACER AND CREATE A NEW PROJECT.

ADD DEVICES.

CONFIGURE NETWORK.

STEP 2: IMPLEMENT SERVER CODE (LISTENING FOR HTTP REQUESTS)

STEP 3: IMPLEMENT CLIENT CODE (SENDING HTTP REQUESTS)

STEP 4: RUN THE SERVER AND CLIENT

1.START THE SERVER

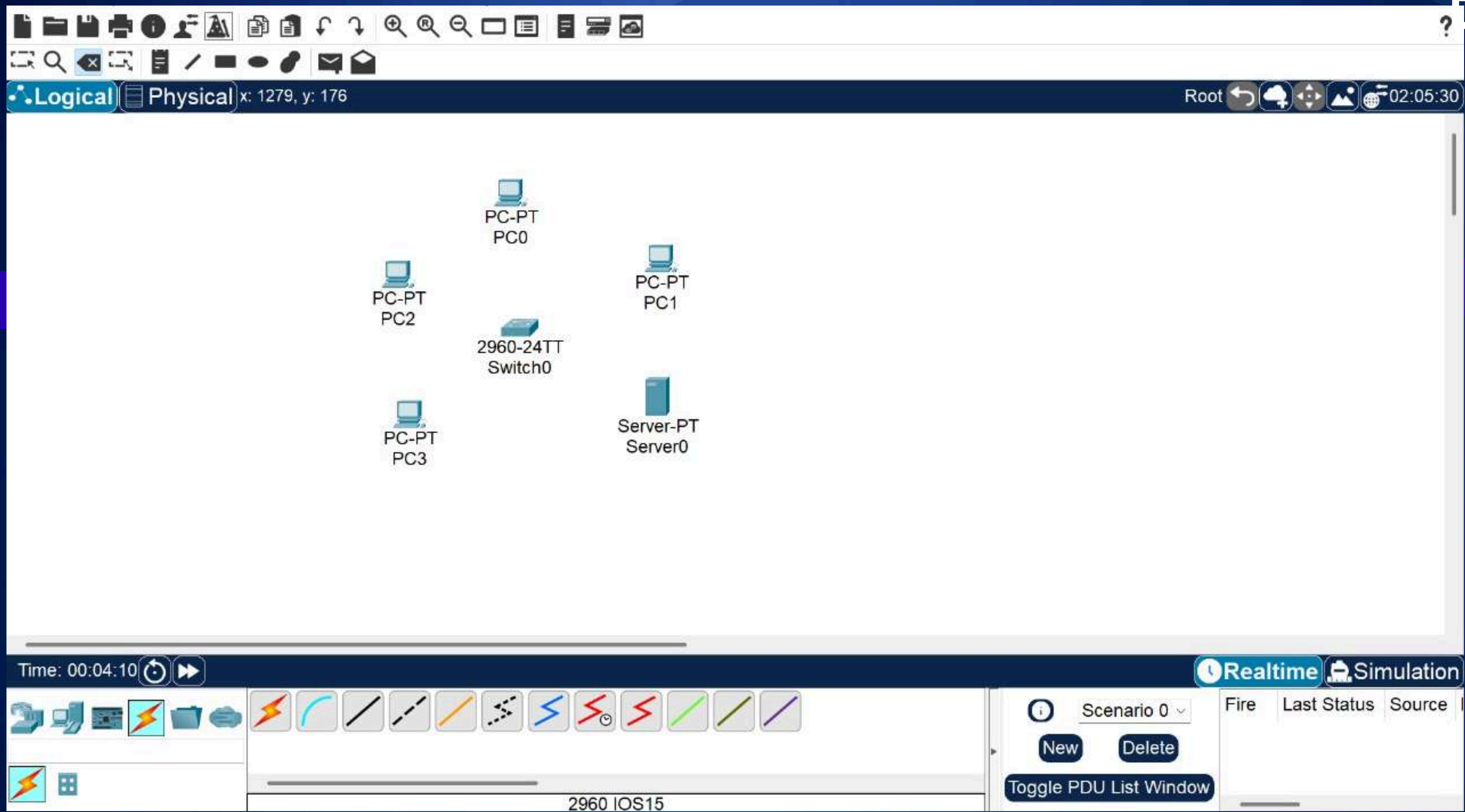
2.START THE CLIENT

STEP 5: OBSERVE THE RESULTS

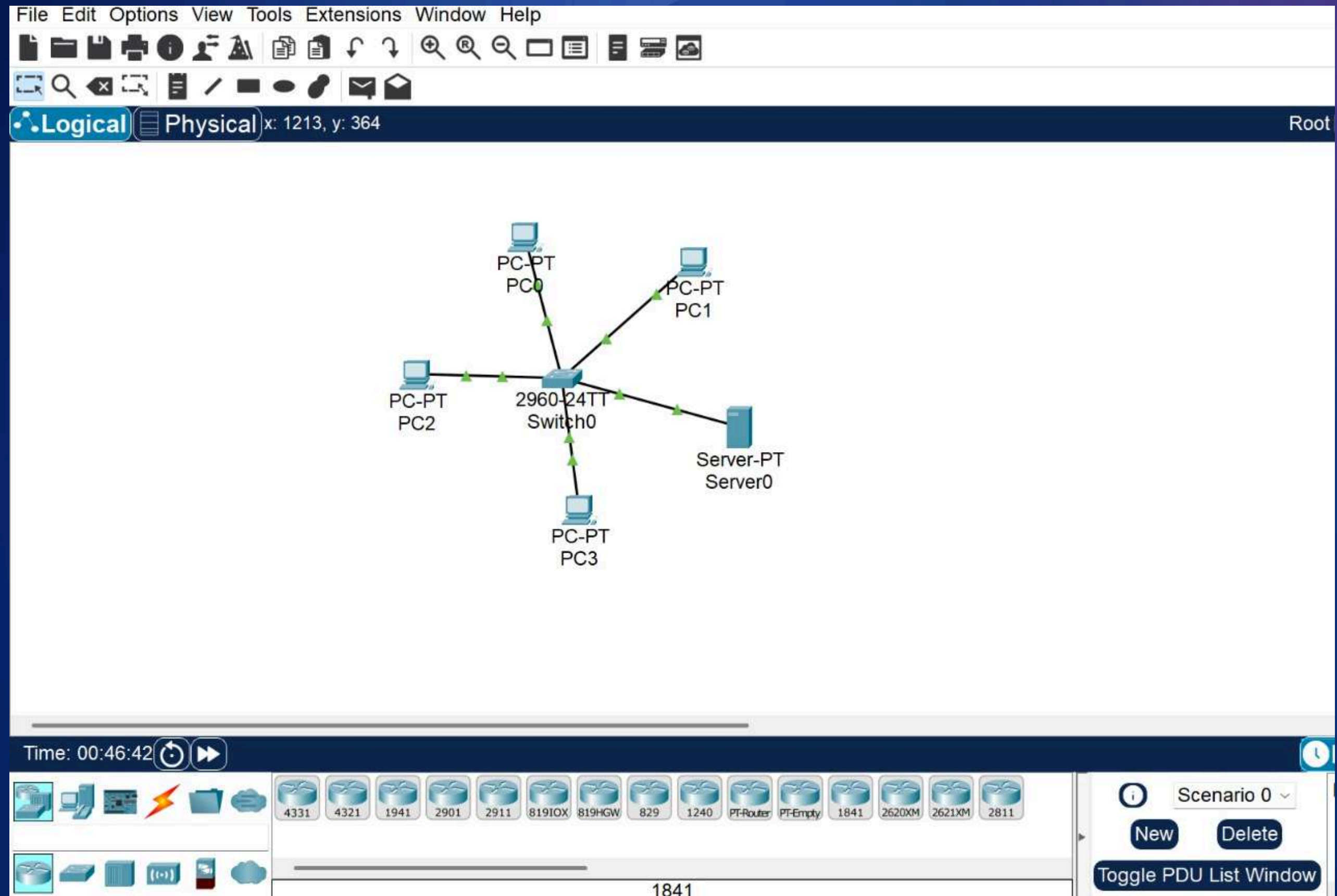
CONCLUSION:

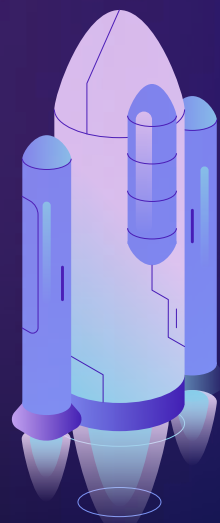
THIS SIMPLE EXAMPLE DEMONSTRATES HOW TO SIMULATE SOCKET-BASED HTTP COMMUNICATION IN CISCO PACKET TRACER USING ITS PROGRAMMING FEATURE. WHILE PACKET TRACER DOESN'T DIRECTLY SUPPORT HTTPS OR COMPLEX ENCRYPTION SCHEMES, IT ALLOWS FOR BASIC SOCKET COMMUNICATION USING THE HTTP PROTOCOL.











File Edit Options View Tools Extensions Window Help

Logical Physical

x: 874, y: 343

Time: 00:49:05

Physical Config Services Desktop Programming Attributes

IP Configuration

IP Configuration

☐ DHCP

☒ Static

IPv4 Address192.168.1.1

Subnet Mask255.255.255.0

Default Gateway0.0.0.0

DNS Server0.0.0.0

IPv6 Configuration

☐ Automatic

☒ Static

IPv6 Address

Link Local AddressFE80::203:E4FF:FE71:B100

Default Gateway

DNS Server

802.1X

☐ Use 802.1X Security

AuthenticationMD5

Username

Password

☐ Top

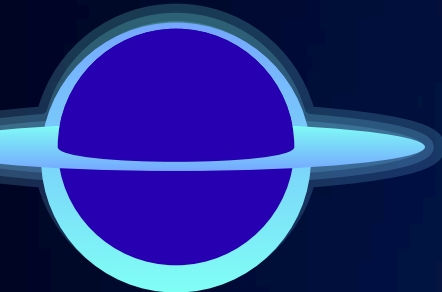
Simulation

Source

Server0

PC3





File Edit Options View Tools Extensions Window Help

Logical Physical

x: 353, y: 690

Time: 00:49:56

Physical Config Desktop Programming Attributes

IP Configuration

Interface FastEthernet0

IP Configuration

☐ DHCP

☒ Static

IPv4 Address 192.168.1.3

Subnet Mask 255.255.255.0

Default Gateway 0.0.0.0

DNS Server 0.0.0.0

IPv6 Configuration

☐ Automatic

☒ Static

IPv6 Address /

Link Local Address FE80::2E0:8FFF:FE5E:6C45

Default Gateway

DNS Server

802.1X

☐ Use 802.1X Security

Authentication MD5

Username

Password

☐ Top

Simulation

Source

Server0

PC3



Cisco Packet Tracer - C:\Users\THANVIR\Cisco Packet Tracer 6.2.2\saves\Cisco Pa...

File Edit Options View Tools Extensions Window Help

Logical Physical x: 658, y: 201

PC-PT PC0

PC-PT PC2

2960-Swit

Time: 00:50:29

4331 4321 1941 2901 2911 81910

PC2

Physical Config Desktop Programming Attributes

Command Prompt

```
Cisco Packet Tracer PC Command Line 1.0
C:\>ping 192.168.1.3

Pinging 192.168.1.3 with 32 bytes of data:

Reply from 192.168.1.3: bytes=32 time<1ms TTL=128
Reply from 192.168.1.3: bytes=32 time=1ms TTL=128
Reply from 192.168.1.3: bytes=32 time<1ms TTL=128
Reply from 192.168.1.3: bytes=32 time<1ms TTL=128

Ping statistics for 192.168.1.3:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 1ms, Average = 0ms

C:\>
```

08:52:30

Simulation

Source

Server0

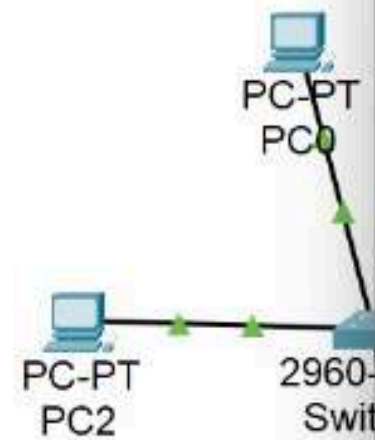
PC3

Top



File Edit Options View Tools Extensions Window Help

Logical Physical x: 1818, y: 673



Time: 00:51:55

4331 4321 1941 2901 2911 81910

Physical Config Desktop Programming Attributes

Web Browser X

< > URL http://192.168.1.1 Go Stop

GITAM university

Socket Programming Simulation: Implement a basic client-server application using Cisco Packet Tracer's programming feature to demonstrate socket communication between two devices.

Quick Links:
[A small page](#)
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[Image](#)

Simulation

Source
Server0
PC3

8 new notifications (Do not disturb on)

THANK YOU

