Computer Networking Practice COM302P Assignment 2

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UDP program for calculator:

UDP Server:

```
#include <unistd.h>
#include <stdio.h>
#include <sys/socket.h>
#include <stdlib.h>
#include <netinet/in.h>
#include <arpa/inet.h>
#include <string.h>
double calculate(int choice, double num1, double num2)
  switch (choice){
  case 1:
    return(num1+num2);
  case 2:
    return(num1-num2);
  case 3:
    return(num1*num2);
  case 4:
    return(num1/num2);
  }
int main()
  int socket calc;
  char buffer[1024] ="1)Add\n2Subtract\n3Multiply\n4Divide\n5Exit(pls enter 5 5 5)\nEnter
Operation\n num1\n num2\n";
       char tmp[100];
       socket_calc = socket(AF_INET, SOCK_DGRAM, 0);
```

```
struct sockaddr_in serveraddr,clientaddr;
       if (socket_calc == -1)
       {
              printf("Could not create socket");
       }
       serveraddr.sin_family = AF_INET;
       serveraddr.sin port = htons(8080);
       serveraddr.sin_addr.s_addr = inet_addr("0");
       bind(socket_calc, (const struct sockaddr *)&serveraddr,sizeof(serveraddr));
       int len = sizeof(clientaddr);
       struct input{
  int choice;
  double num1,num2;
  } Input;
       double Output;
       while(1)
       {
              recvfrom(socket_calc, (char *)tmp, 100, MSG_WAITALL, ( struct sockaddr *)
&clientaddr, &len);
              sendto(socket_calc,(const char*)buffer,sizeof(buffer),0,(const struct
sockaddr*)&clientaddr,len);
              recvfrom(socket_calc,(struct input*)&Input,sizeof(Input),0,NULL,NULL);
     if(Input.choice == 5)
       break;
     Output = calculate(Input.choice,Input.num1,Input.num2);
               sendto(socket_calc,(double*)&Output,sizeof(Output),0,(const struct
sockaddr*)&clientaddr,len);
       close(socket_calc);
       return 0;
```

UDP Client:

```
#include <unistd.h>
#include <stdio.h>
#include <sys/socket.h>
#include <stdlib.h>
```

```
#include <netinet/in.h>
#include <string.h>
#include <arpa/inet.h>
int main()
  int socket_calc,len;
  char buffer[1024]="hello server!";
       socket_calc = socket(AF_INET, SOCK_DGRAM, 0);
       struct sockaddr_in serveraddr;
       if (socket_calc == -1)
       {
              printf("Could not create socket");
       }
       serveraddr.sin_family = AF_INET;
       serveraddr.sin_port = htons(8080);
       serveraddr.sin_addr.s_addr = inet_addr("127.0.0.9");
       struct input{
  int choice;
  double num1,num2;
  } Input;
  double Output;
       while(1)
              sendto(socket_calc,buffer,sizeof(buffer),0,(const struct
sockaddr*)&serveraddr,sizeof(serveraddr));
              recvfrom(socket_calc,buffer,sizeof(buffer),0,NULL,NULL);
     puts(buffer);
     scanf("%d%lf%lf",&Input.choice,&Input.num1,&Input.num2);
     if(Input.choice > 6)
       printf("pls select from given options!\n");
       continue;
     }
              sendto(socket_calc,(struct Input*)&Input,sizeof(Input),0,(const struct
sockaddr*)&serveraddr,sizeof(serveraddr));
     if(Input.choice == 5)
       break;
```

```
recvfrom(socket_calc,(struct input*)&Output,sizeof(Output),0,NULL,NULL);
printf("Output:%If\n",Output);
}
close(socket_calc);
return 0;
}
```

Output:

```
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```

TCP program for calculator:

TCP Server:

```
#include <unistd.h>
#include <stdio.h>
#include <sys/socket.h>
#include <stdlib.h>
#include <netinet/in.h>
#include <arpa/inet.h>
#include <string.h>
void die(char *message)
  printf("%s",message);
  exit(1);
double calculate(int choice, double num1, double num2)
  switch (choice){
  case 1:
    return(num1+num2);
  case 2:
    return(num1-num2);
  case 3:
    return(num1*num2);
  case 4:
    return(num1/num2);
  }
int main()
  int sd,conn_sd;
  char buffer[1024];
  sd = socket(AF_INET,SOCK_STREAM,0);
  if(sd==-1)
    die("Socket creation unsucessfull\n");
  struct sockaddr_in Server,Client;
```

```
memset(&Server,0,sizeof(Server));
  Server.sin_family = AF_INET;
  Server.sin_port = htons(8080);
  Server.sin_addr.s_addr = inet_addr("0");
  if(bind(sd,(const struct sockaddr*)&Server,sizeof(Server)))
     die("Could not bind!\n");
  if(listen(sd,5))
     die("Too many connections!!!");
  socklen_t cli_len = sizeof(Client);
  conn_sd = accept(sd,(struct sockaddr*)&Client,&cli_len);
  if(conn\_sd < 1)
     die("Error, can't accept connection!");
struct input{
  int choice;
  double num1,num2;
  } Input;
double Output;
  while(1)
     read(conn_sd,&Input,sizeof(Input));
     if(Input.choice == 5)
     Output = calculate(Input.choice,Input.num1,Input.num2);
     write(conn_sd,&Output,sizeof(Output));
  }
  close(sd);
```

TCP Client:

```
#include <unistd.h>
#include <stdio.h>
#include <sys/socket.h>
#include <stdlib.h>
#include <netinet/in.h>
#include <arpa/inet.h>
```

```
#include <string.h>
void die(char *message)
  printf("%s",message);
  exit(1);
int main()
  int sd;
  char buffer[1024] ="HELLO!\n";
  sd = socket(AF_INET,SOCK_STREAM,0);
  if(sd==-1)
     die("Error socket not opened!\n");
  struct sockaddr_in Server;
  Server.sin_family = AF_INET;
  Server.sin_port = htons(8080);
  Server.sin_addr.s_addr = inet_addr("0");
  if(connect(sd,(const struct sockaddr*)&Server,sizeof(Server)))
     die("Unable to connect to server!\n");
  struct input{
  int choice;
  double num1,num2;
  } Input;
  double Output;
  while(1)
     printf("1)Add\n2)Subtract\n3)Multiply\n4)Divide\n5)Exit(pls enter 5 5 5)\nEnter Operation\n
num1\n num2\n");
     scanf("%d%lf%lf",&Input.choice,&Input.num1,&Input.num2);
     if(Input.choice > 6)
       printf("pls select from given options!\n");
       continue;
     write(sd,&Input,sizeof(Input));
```

```
if(Input.choice == 5)
    break;

read(sd,&Output,sizeof(Output));
    printf("Output:%If\n",Output);
}

close(sd);
}
```

Output:

```
Obstact: -1.e00000

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vanishrishashigal la@Hisaru-0103:/mst/f/Academics/Sudmissions/55em/Lab/ComputerHetworking/A255

Obstacts -1.e00000

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