

An-Najah National University

Faculty of Engineering

Computer Engineering Department

Computer networks 1

First Semester 2023/2024

Network Programming HW 1

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• Introduction:

Implementing a client server simple program, Using TCP and UDP.

• Discussion:

Using TCP:

1. Client Code:

- A. Creating the socket in the client side.
- B. Then connecting with the server by server's IP (192.168.37.1) and port number (6789).
- C. Next, the client sends requests.
- D. Finally, it receives the reply from the server and prints it.
- E. It can ask for more requests or exit.

```
lemport java.io.;
import java.net.*;
import java.net.*;
import java.net.*;
java.public class TCP Client {
   public class TCP Client {
    public static void main(String argv[]) throws Exception
    {
        String flag;
        do{
        String sentence;
        String output;
        System.out.println("FLease enter Vehicle plate-ID:");

        BufferedReader inFromUser = new BufferedReader(new InputStreamReader(System.in));

        Socket clientSocket = new Socket("192.168.37.1", 6789);

        DataOutputStream outToServer = new BataOutputStream(clientSocket.getOutputStream());

        BufferedReader inFromServer = new BufferedReader(new InputStreamReader(clientSocket.getInputStream()));

        sentence = inFromServer = new BufferedReader(new InputStreamReader(clientSocket.getInputStream()));

        sentence = inFromServer.readLine();

        System.out.println( "The sent sentence:"+sentence+'\n');

        System.out.println("The Sent sentence:"+sentence+'\n');

        System.out.println("FROM SERVER: \n");

        System.out.println("VehicleplateID Make Model Year Colour OwnerName OwnerID");

        System.out.println("NePlease if you are done enter exit, if not press enter.");

        flag=infromMoser.readLine();
        clientSocket.close();

        System.out.println("NePlease if you are done enter exit, if not press enter.");

        flag=infromMoser.readLine();
        clientSocket.close();

        System.out.println("NePlease if you are done enter exit, if not press enter.");

        public class();

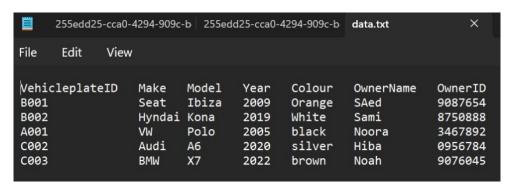
        public class Topic Number Times Times
```

2. Server Code:

- A. At first, creating the socket in the Server side with port number (6789).
- B. Then create the welcome socket and process.
- C. Now it is ready for any requests.
- D. When a request comes, it reads it and replies.
- E. The data that the server sent is stored in a data file.

```
public static void main(String argv[]) throws FileNotFoundException, IOException
{    File dataFile = new File("data.txt");
    try (Scanner input = new Scanner(dataFile)) {
    HashMap<Integer, String> Vehicles = new HashMap<>();
int lineNum = 0;
while (input.hasNextLine()) {
     String line = input.nextLine();
     lineNum++;}
      String capSentence="";
      System.out.println("It works successfully!"+'\n');
      for (Map.Entry<Integer, String> entry : Vehicles.entrySet()) {
     System.out.println("Line " + entry.getKey() + " " + entry.getValue());}
try (ServerSocket welcomeSocket = new ServerSocket(6789)) {
           Socket connectionSocket = welcomeSocket.accept();
           BufferedReader inFromClient = new BufferedReader(new InputStreamReader(connectionSocket.getInputStream()));
           System.out.println("The clientSentence:"+clientSentence+'\n');
           for (Map.Entry<Integer, String> entry : Vehicles.entrySet()) {
               capSentence= entry.getValue();
           System.out.println(" The capSentence:"+capSentence+'\n');
           outToClient.writeBytes(capSentence+ '\n'); }}}}
```

3. The text file:



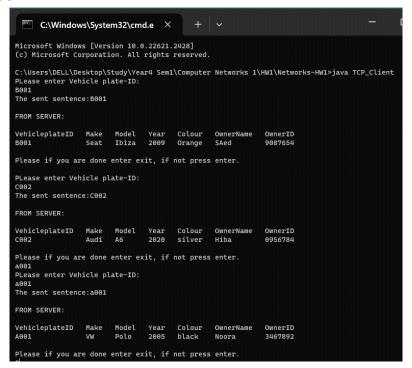
4. Running the TCP:

A. Server side:

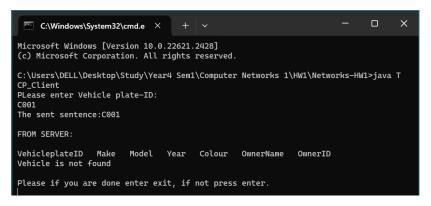
Here I printed the data from the file to be sure that he read them correctly.

```
Microsoft Windows [Version 10.0.22621.2428]
(c) Microsoft Corporation. All rights reserved.
C:\Users\DELL\Desktop\Study\Year4 Sem1\Computer Networks 1\HW1\Networks-HW1>java TCP_Server
It works successfully!
Line 0 VehicleplateID Make
                                                                   OwnerID
                               Model
                                             Colour
                                                       OwnerName
                                       Year
Line 1 B001
                        Seat
                               Ibiza
                                       2009
                                             Orange
                                                                   9087654
                                                       SAed
Line 2 B002
                        Hyndai Kona
                                       2019
                                              White
                                                                   8750888
                                                       Sami
Line 3 A001
                                             black
                               Polo
                                       2005
                                                       Noora
                                                                   3467892
Line 4 C002
                        Audi
                               Α6
                                       2020
                                              silver
                                                       Hiba
                                                                   0956784
Line 5 C003
                        BMW
                                       2022
                                                                   9076045
```

B. Client side:



The code can find the ID if it lower or upper case, however if I enter wrong ID he will print "not found" .



Using UDP:

1. Client Code:

- A. Creating the socket in the client side.
- B. Then connecting with the server by server's IP (192.168.37.1).
- C. Next, the client sends requests using port number (9876)
- D. . Finally, it receives the reply from the server and prints it.
- **E.** It can ask for more requests or exit.

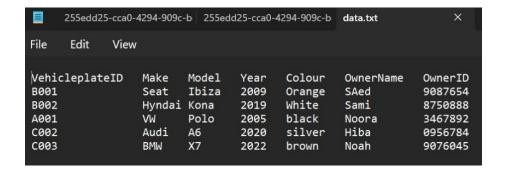
```
l⊕import java.io.*;
import java.net.*;
     public static void main(String args[]) throws Exception
             String flag;
         System.out.println("PLease enter Vehicle plate-ID:");
         BufferedReader inFromUser = new BufferedReader(new InputStreamReader(System.in));
         DatagramSocket clientSocket = new DatagramSocket();
         InetAddress IPAddress = InetAddress.getByName("192.168.37.1");
         byte[] sendData = new byte[1024];
         byte[] receiveData = new byte[1024];
         String sentence = inFromUser.readLine();
         sendData = sentence.getBytes();
          System.out.println("The sentence:"+sentence+'\n');
         DatagramPacket sendPacket = new DatagramPacket(sendData, sendData.length, IPAddress, 9876);
         clientSocket.send(sendPacket);
         DatagramPacket receivePacket = new DatagramPacket(receiveData, receiveData.length);
         clientSocket.receive(receivePacket);
         String data =new String(receivePacket.getData());
         System.out.println("FROM SERVER: \n");
         System.out.println("VehicleplateID Make Model Year Colour
                                                                             OwnerName OwnerID");
         System.out.println(data.trim());
         System.out.println("\nPlease if you are done enter exit, if not press enter.");
         flag=inFromUser.readLine();
         clientSocket.close();
         } while(!flag.equalsIgnoreCase("exit"));}}
```

2. Server code:

- A. Creating the socket in the Server side with port number (9876).
- B. It is ready for any requests.
- C. When a request comes, it reads it and replies specifying client address, port number.
- D. The data that the server sent is stored in a file.

```
public class UDP_Server {
    public static void main(String args[]) throws Exception
     try (Scanner input = new Scanner(dataFile)) {
     HashMap<Integer, String> Vehicles = new HashMap<>();
     int lineNum = 0;
     while (input.hasNextLine()) {
         String line = input.nextLine();
         Vehicles.put(lineNum, line);
         lineNum++;
      System.out.println("It works successfully!"+'\n');
         for (Entry<Integer, String> entry : Vehicles.entrySet()) {
             System.out.println("line: " + entry.getKey() + " "+entry.getValue());
         try (DatagramSocket serverSocket = new DatagramSocket(9876)) {
             byte[] receiveData = new byte[1024];
             byte[] sendData = new byte[1024];
             while(true){
 DatagramPacket receivePacket = new DatagramPacket(receiveData, receiveData.length);
 String sentence = new String(receivePacket.getData()).toUpperCase();
 InetAddress IPAddress = receivePacket.getAddress();
 int port = receivePacket.getPort();
  System.out.println("The sentence:"+sentence+'\n');
 String capSentence="";
  for (Map.Entry<Integer, String> entry : Vehicles.entrySet())
      if (entry.getValue().contains(sentence.trim()))
     capSentence= entry.getValue();
  //else capSentence="Vehicle is not found"+'\n';
System.out.println("The capSentence:"+capSentence+'\n');
       sendData = capSentence.getBytes();
       DatagramPacket sendPacket = new DatagramPacket(sendData, sendData.length, IPAddress,port);
       serverSocket.send(sendPacket); }}}}
```

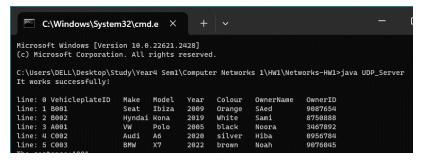
3. The text file:



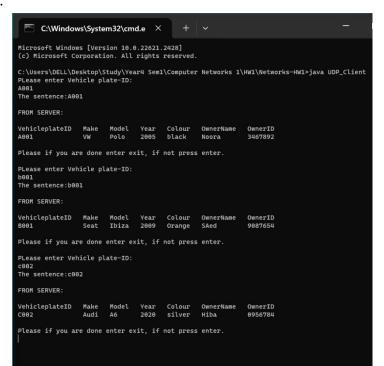
4. Running the TCP:

C. Server side:

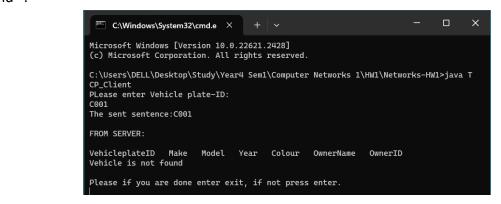
Here I printed the data from the file to be sure that he read them correctly.



D. Client side:



The code can find the ID if it lower or upper case, however if I enter wrong ID he will print "not found" .



configuration for the network card:

<u>IP</u>

```
IP configuration
C:\Users\DELL>ipconfig
Windows IP Configuration
Wireless LAN adapter Local Area Connection* 1:
  Media State . . . . . . . . . . . . . Media disconnected
  Connection-specific DNS Suffix . :
Wireless LAN adapter Local Area Connection* 10:
  Media State . . . . . . . . . . . . Media disconnected
  Connection-specific DNS Suffix . :
Ethernet adapter VMware Network Adapter VMnet1:
  Connection-specific DNS Suffix . :
  Link-local IPv6 Address . . . . : fe80::f498:79e1:14ae:c0d3%4
  IPv4 Address. . . . . . . . . . : 192.168.37.1
  Subnet Mask . . . . . . . . . . : 255.255.255.0
  Default Gateway . . . . . . . . :
Ethernet adapter VMware Network Adapter VMnet8:
  Connection-specific DNS Suffix . :
  Link-local IPv6 Address . . . . : fe80::3a93:8b5d:3391:a982%11
  IPv4 Address. . . . . . . . . . : 192.168.159.1
  Subnet Mask . . . . . . . . . : 255.255.255.0
  Default Gateway . . . . . . . . :
Wireless LAN adapter Wi-Fi:
  Connection-specific DNS Suffix . : domain.name
  Link-local IPv6 Address . . . . : fe80::718c:ebab:e85b:3b1a%9
  IPv4 Address. . . . . . . . . . . . . 192.168.1.18
  Default Gateway . . . . . . . . : fe80::20e:f4ff:fec5:66f2%9
                                     192.168.1.1
Ethernet adapter Bluetooth Network Connection:
  Media State . . . . . . . . . . . . . Media disconnected
  Connection-specific DNS Suffix . :
```

The name of the device:

```
Microsoft Windows [Version 10.0.22621.2428]
(c) Microsoft Corporation. All rights reserved.

C:\Users\DELL> ping -a 192.168.37.1

Pinging Wala-Essam [192.168.37.1] with 32 bytes of data:
Reply from 192.168.37.1: bytes=32 time<1ms TTL=128

Ping statistics for 192.168.37.1:

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

• Conclusion:

- A. Noticing that both codes TCP and UDP give the same results.
- B. but the difference is that in TCP we build a connection between the client and the server before any requests.
- C. The UDP we started requesting in the beginning.

Thank you.