# Networking Fundamentals Assignment 2

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#### Introduction

**Nodes** 

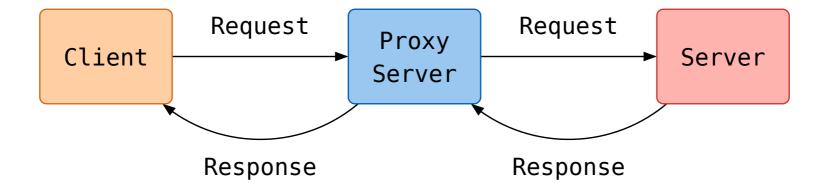
Server

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## Objective



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#### Client

A system or node in the network which is able to retrieve information from the network.

#### **Proxy Server**

An intermediate server which acts as a intermediary between the client and the server.

#### Server

A perpetually running system which serves the client.

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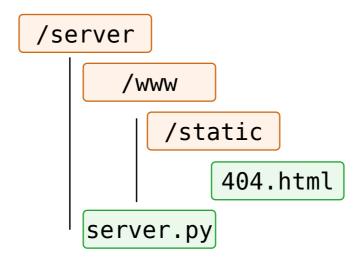
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#### Features:

- Written in Python.
- Serve pages to the client.
- Return a **404** page when the requested page in missing.

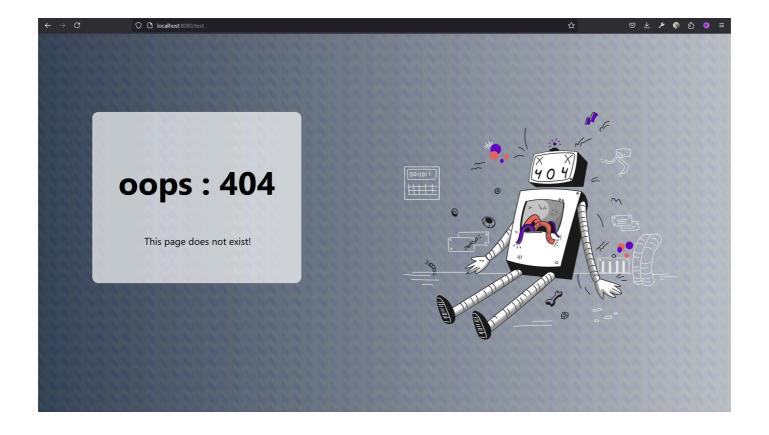
#### File structure of the server:



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## 404 page

The server returns this page if the requested page is not present.



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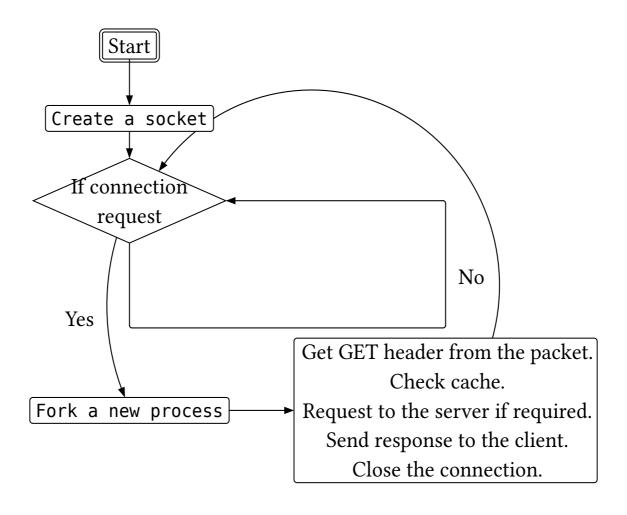
#### Features:

- Written in C++.
- Handle client requests.
- Cache every page requested.
- proxy <PORT NUMBER> needs to be executed.
- For every connection request checks cache.
- Uses functions declared in socketp.h.

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#### proxy.cpp

This contains the functionalities of the proxy server.



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## Socketp.h

Socketp.h contains declarations of various helper functions defined in the below files.

```
/socketp

socketp.h

urls.cpp

cache.cpp

exception.cpp

socketp.cpp
```

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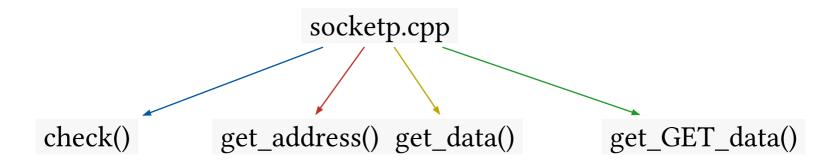
## Some helper functions

- 1. **exception.cpp** This defines two types of *custom* errors SocketCreationError and CacheError.
- 2. **urls.cpp** Helper class for *URLS*. Takes input as a string containing the url. Parses hostname, port, path from it. [uses Regex]

Other two files are defined in the following slides.

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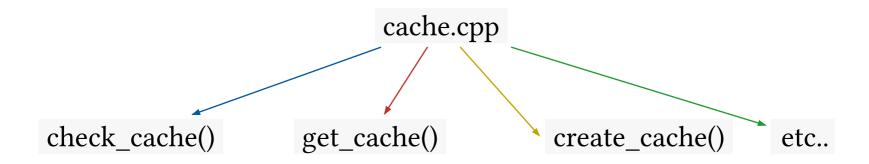
## socketp.cpp



- 1. **check()** Takes in return value of a function, good message and bad message.
- 2. get\_address() Returns an object of sockaddr\_in struct.
- 3. **get\_data()** Takes in the contents of the entire packet as char array. Returns the body of the packet.
- 4. **get\_GET\_data()** Takes in the contents of the entire packet as char array. Returns the GET entry of the packet.

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## cache.cpp



- 1. check\_cache() Checks if a particular page is cached or not.
- 2. **get\_cache()** Returns the cached page as string.
- 3. **create\_cache()** Takes in the *url* and *contents* of a page and caches it.
- 4. etc.. Other misc helper functions include adv\_tokenizer and recur\_dir.

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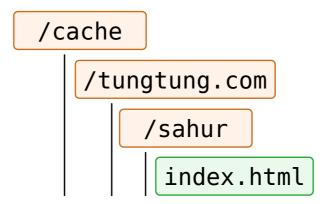
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## **Caching Scheme**

Caching is handled by cache.cpp. The caching scheme is very trivial.

For every uncached page create a new subfolder in cache folder and save the page in that.

For example, if the requested page is tungtung.com/sahur/index.html. Folders, tungtung.com, sahur will be created and index.html will be inside that.



This is a very *dumb* caching scheme.

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## Thanks for Listening.

Bye Bye



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