

# **VISVESVARAYA TECHNOLOGICAL UNIVERSITY**

“JnanaSangama”, Belgaum -590014, Karnataka.



**LAB REPORT on**

## **COMPUTER NETWORKS**

*Submitted by*

**YATHRI M (1BM21CS416)**

*in partial fulfillment for the award of the degree of*

**BACHELOR OF ENGINEERING**

*in*

**COMPUTER SCIENCE AND ENGINEERING**



**B.M.S. COLLEGE OF ENGINEERING**

**BENGALURU-560019 October-2022 to Feb-2023**

(Autonomous Institution under VTU)

**B. M. S. College of Engineering,**  
**Bull Temple Road, Bangalore 560019**  
(Affiliated To Visvesvaraya Technological University, Belgaum)  
**Department of Computer Science and Engineering**



**CERTIFICATE**

This is to certify that the Lab work entitled “LAB COURSE **COMPUTER NETWORKS**” carried out by **YATHRI M (1BM21CS416)**, who is a bonafide student of **B. M. S. College of Engineering**. It is in partial fulfillment for the award of **Bachelor of Engineering in Computer Science and Engineering** of the Visvesvaraya Technological University, Belgaum during the year 2022. The Lab report has been approved as it satisfies the academic requirements in respect of a **Computer Networks - (20CS5PCCON)** work prescribed for the said degree.

**Lohith J J**  
Assistant Professor  
Department of CSE  
BMSCE, Bengaluru

**Dr. Jyothi S Nayak**  
Professor and Head  
Department of CSE  
BMSCE, Bengaluru

## INDEX

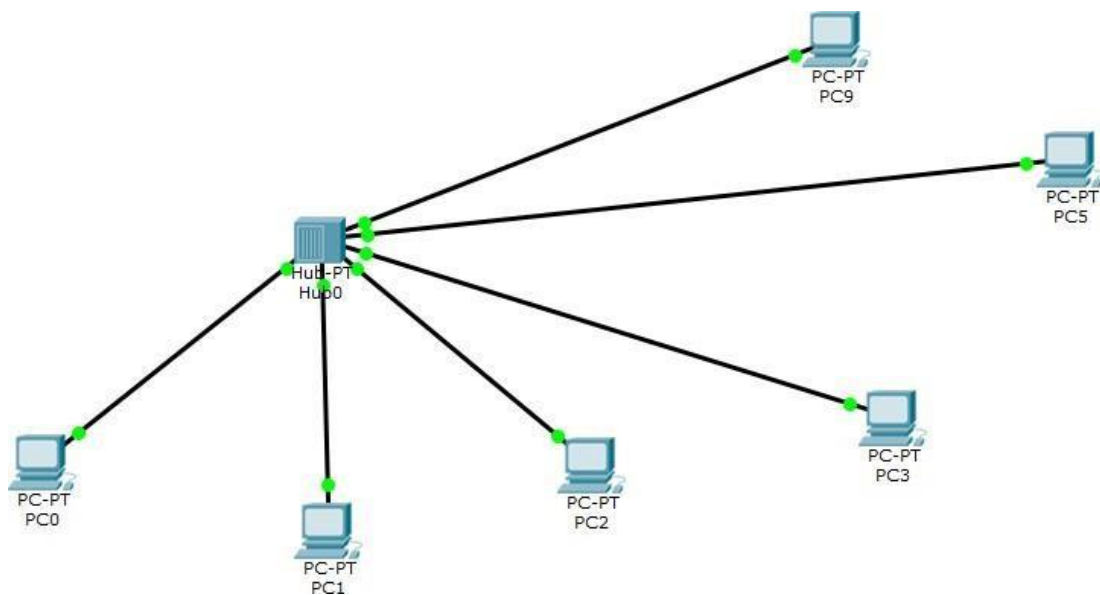
Sl. No.	Date	Experiment Title	Page No.
		<b>CYCLE - 1</b>	
1	7/11/22	Creating a topology and simulating sending a simple PDU from source to destination using hub and switch as connecting devices.	1
2	14/11/22	Configuring IP address to Routers in Packet Tracer. Explore the following messages: Ping Responses, Destination unreachable, Request timed out, Reply	3
3	19/11/22	Configuring default route to the Router	5
4	28/11/22	Configuring DHCP within a LAN in a packet Tracer	6
5	5/12/22	Configuring RIP Routing Protocol in Routers	9
6	12/12/22	Demonstration of WEB server and DNS using Packet Tracer	11
		<b>CYCLE - 2</b>	
1	19/12/22	Write a program for error detecting code using CRC-CCITT (16bits).	13
2	26/12/22	Write a program for distance vector algorithm to find suitable path for transmission	15
3	2/1/23	Implement Dijkstra's algorithm to compute the shortest path for a given topology	17
4	16/1/23	Write a program for congestion control using Leaky bucket algorithm.	19
5	16/1/23	Using TCP/IP sockets, write a client-server program to make client send the file name and the server to send back the contents of the requested file if present.	22
6	16/1/23	Using UDP sockets, write a client-server program to make client sending the file name and the server to send back the contents of the requested file if present.	23

## CYCLE - 1

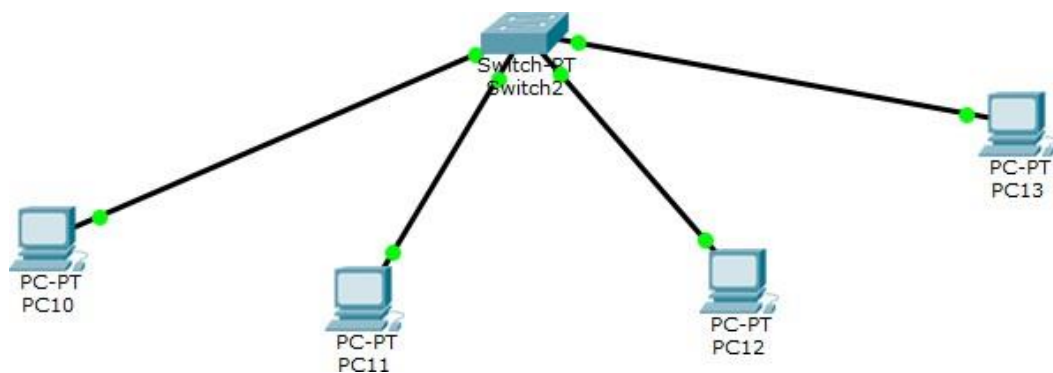
### Experiment No-1

**Aim :** Creating a topology and simulating sending a simple PDU from source to destination using a hub and switch as connecting devices.

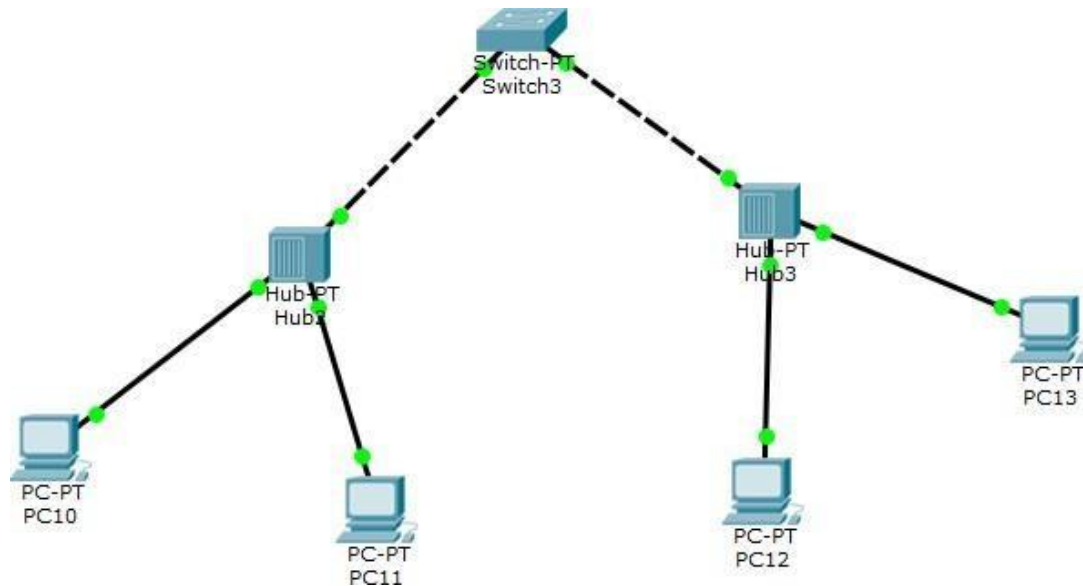
#### 1. PC and Hub



#### 2. Pc and Switch



#### 3. PCs with a combination of Switch and Hub



### Procedure:

- Put all the devices(PCs, Hubs and Switches) needed for the experiment on the screen by looking at the topology.
- Choose the correct wire and make the Connection as shown in the topology
- Give ip address to all the devices
- Ping from one pc to all other pc in the network to make sure that the connection is correct.

### Output:

```

PC>ping 20.0.0.1

Pinging 20.0.0.1 with 32 bytes of data:

Request timed out.
Reply from 20.0.0.1: bytes=32 time=0ms TTL=127
Reply from 20.0.0.1: bytes=32 time=0ms TTL=127
Reply from 20.0.0.1: bytes=32 time=0ms TTL=127

Ping statistics for 20.0.0.1:
    Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms

PC>ping 20.0.0.1

Pinging 20.0.0.1 with 32 bytes of data:

Reply from 20.0.0.1: bytes=32 time=0ms TTL=127
Reply from 20.0.0.1: bytes=32 time=4ms TTL=127
Reply from 20.0.0.1: bytes=32 time=1ms TTL=127
Reply from 20.0.0.1: bytes=32 time=0ms TTL=127

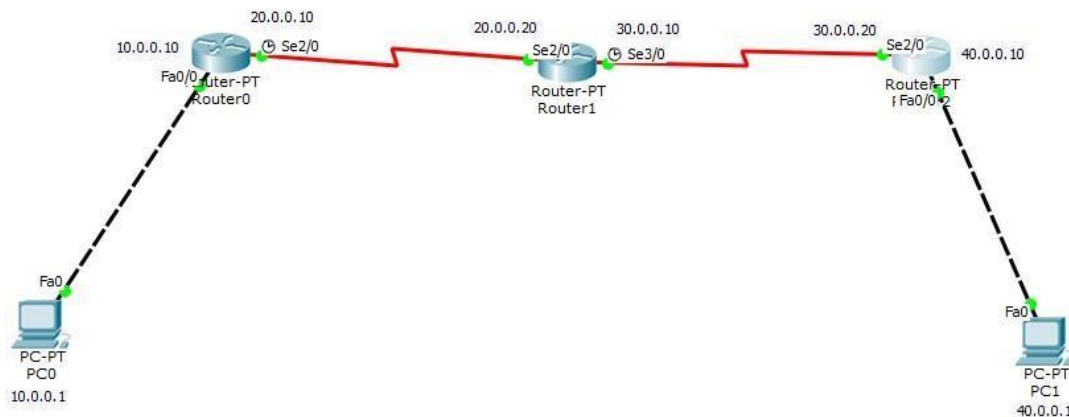
Ping statistics for 20.0.0.1:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 4ms, Average = 1ms

```

## Experiment No-2

**Aim :** Configuring IP address to Routers in Packet Tracer. Explore the following messages: Ping Responses, Destination unreachable, Request timed out, Reply

### Topology:



### Procedure:

1. connect PC-0 with Router-0 using copper cross-over cable - fastethernet0/0
2. connect Router-0 to Router-1 using Serial DCE with the connection named as serial2/0, then connect Router1 to Router2 using serial DCE named serial3/0
3. connect Router2 to PC1 using copper cross-over cable - fastethernet1/0
4. set the IP addresses, subnet mask (255.0.0.0 for all PCs and routers) and gateways accordingly.
  - a. PC0: IP address = 10.0.0.1 gateway = 10.0.0.10
  - b. Router0: gateway1 = 10.0.0.10 gateway2 = 20.0.0.10
  - c. Router1: gateway1 = 20.0.0.20 gateway2 = 30.0.0.10
  - d. Router2: gateway1 = 30.0.0.20 gateway2 = 40.0.0.10
  - e. PC1: IP address = 40.0.0.1 gateway = 40.0.0.10
5. for Router0, the first gateway is set to IP address of 10.0.0.10 which is as same as the gateway of PC0 then set up the connection between the
  - i. Router0 and the PC0 using the CLI.
  - ii. Router0 and Router1
  - iii. Router1 and Router2
  - iv. Router2 and PC1 using CLI

**Do (config-if)#ip route {destination-network} {mask} {next-hop-address} for all the routers**

## **Output:**

**Packet Tracer PC Command Line 1.0**

**PC>ping 10.0.0.10**

**Pinging 10.0.0.10 with 32 bytes of data:**

**Reply from 10.0.0.10: bytes=32 time=1ms TTL=255**

**Reply from 10.0.0.10: bytes=32 time=0ms TTL=255**

**Reply from 10.0.0.10: bytes=32 time=0ms TTL=255**

**Reply from 10.0.0.10: bytes=32 time=0ms TTL=255**

**Ping statistics for 10.0.0.10:**

**Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),**

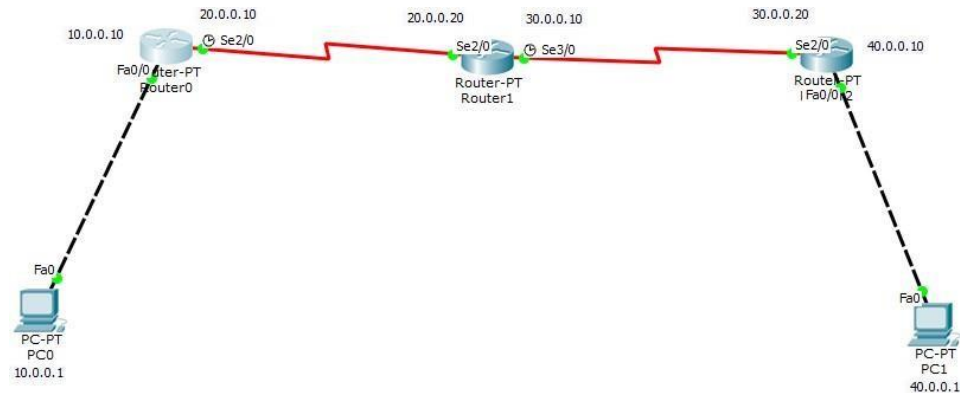
**Approximate round trip times in milli-seconds: Minimum = 0ms,**

**Maximum = 1ms, Average = 0ms**

## Experiment No-3

**Aim :** Configuring default route to the Router.

### Topology:



### Procedure:

- Do the connections as shown in the topology diagram.
- Assign an IP address to all the PCs.
- For router-to-router configuration do:
  - (config)#ip route 0.0.0.0 0.0.0.0 {Next-hop-Address} Output:

PC>ping 10.0.0.10

Pinging 10.0.0.10 with 32 bytes of data:

Reply from 10.0.0.10: bytes=32 time=50ms TTL=255

Reply from 10.0.0.10: bytes=32 time=0ms TTL=255

Reply from 10.0.0.10: bytes=32 time=0ms TTL=255 Reply from 10.0.0.10:

bytes=32 time=0ms TTL=255

Ping statistics for 10.0.0.10:

Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),

Approximate round trip times in milli-seconds:

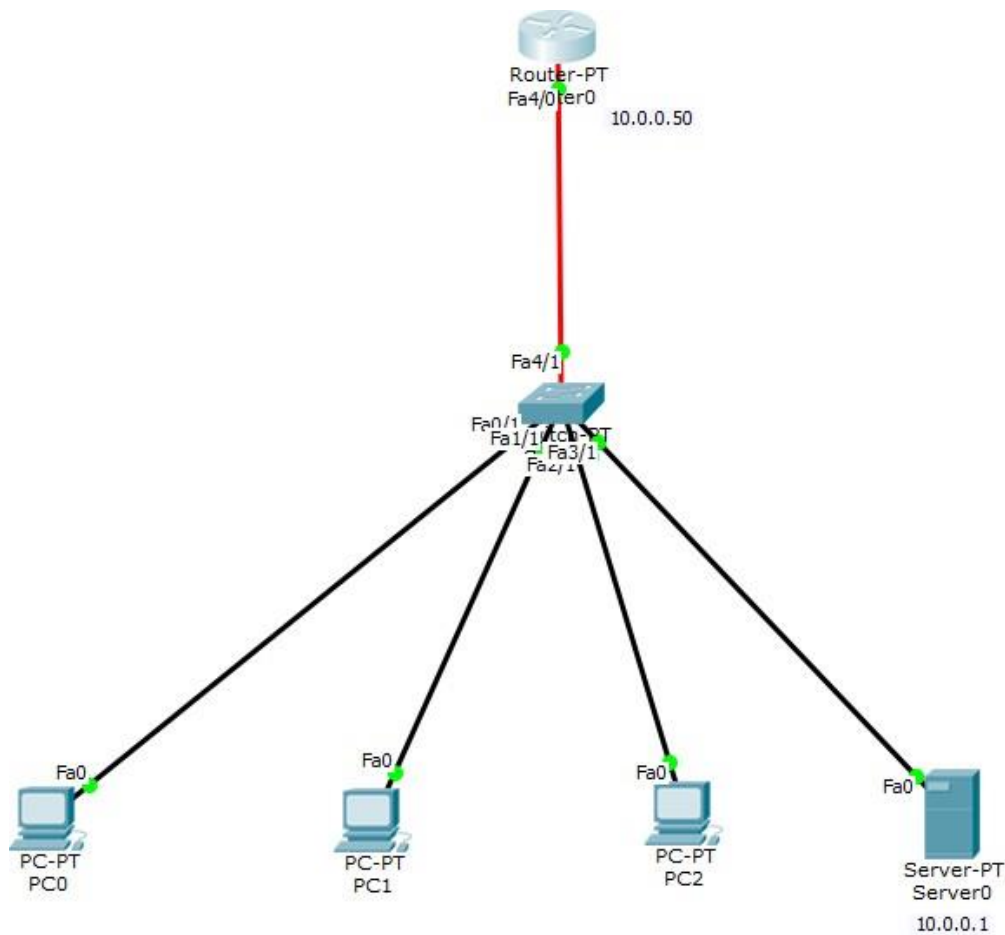
Minimum = 0ms, Maximum = 50ms, Average = 12ms



## Experiment No-4

**Aim :** Configuring DHCP within a LAN in a packet Tracer

**Topology:**



**Procedure:**

- Do the connection as shown in the topology diagram.
- For DHCP settings go to server and do the following

**SERVICES**

- HTTP
- DHCP
- DHCPv6
- TFTP
- DNS
- SYSLOG
- AAA
- NTP
- EMAIL
- FTP

**DHCP**

Interface: FastEthernet0 Service: ☒ On ☐ Off

Pool Name: serverPool

Default Gateway: 10.0.0.50

DNS Server: 10.0.0.1

Start IP Address: 10 0 0 2

Subnet Mask: 255 0 0 0

Maximum number of Users: 512

TFTP Server: 10.0.0.1

Add Save Remove

Pool Name	Default Gateway	DNS Server	Start IP Address	Subnet Mask	Max User	TFTP Server
serverPool	10.0.0.50	10.0.0.1	10.0.0.2	255.0.0.0	512	10.0.0.1

- For the PCs Go to ip configuration>Select DHCP.

PC0

Physical Config Desktop Custom Interface

**IP Configuration**

IP Configuration

☒ DHCP ☐ Static

IP Address: 10.0.0.2

Subnet Mask: 255.0.0.0

Default Gateway: 10.0.0.50

DNS Server: 10.0.0.1

IPv6 Configuration

☐ DHCP ☐ Auto Config ☒ Static

IPv6 Address: /

Link Local Address: FE80::201:42FF:FE80:1773

IPv6 Gateway:

IPv6 DNS Server:

## **Output:**

**Packet Tracer PC Command Line 1.0**

**PC>ping 10.0.0.4**

**Pinging 10.0.0.4 with 32 bytes of data:**

**Reply from 10.0.0.4: bytes=32 time=0ms TTL=128**

**Reply from 10.0.0.4: bytes=32 time=0ms TTL=128**

**Reply from 10.0.0.4: bytes=32 time=0ms TTL=128**

**Reply from 10.0.0.4: bytes=32 time=0ms TTL=128**

**Ping statistics for 10.0.0.4:**

**Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),**

**Approximate round trip times in milli-seconds: Minimum = 0ms,**

**Maximum = 0ms, Average = 0ms**

## Experiment No-5

**Aim :** Configuring RIP Routing Protocol in Routers.

### Topology:



### Procedure:

Router enable Router#config t

Router (config)#interface fastethernet0/0

Router (config-if)# ip address 10.0.0.10

255.0.0.0 Router (config-if)#no shut

Router (config-if)#exit

Router (config)#interface serial2/0

Router (config-if)#ip address 20.0.0.10 255.0.0.0

Router (config-if)#encapsulation ppp

Router (config-if)#clock rate 6400 Unknown clock rate

Router (config-if)#clock rate 64000

Router (config-if)#no shut

Router (config) #interface serial2/0 Router

(config-if)#ip address 20.0.0.20 255.0.0.0

Router (config-if)#encapsulation ppp

Router (config-if)#no shut

Router (config) #interface serial 3/0

```
Router (config-if)# ip address 30.0.0.10 255.0.0.0 Router
(config-if)#encapsulation ppp
Router (config-if)#clock rate 64000 Router (config-if)#no shut
```

## **Output:**

**Packet Tracer PC Command Line 1.0**

**PC>ping 40.0.0.1**

**Pinging 40.0.0.1 with 32 bytes of data:**

**Request timed out.**

**Reply from 40.0.0.1: bytes=32 time=12ms TTL=125**

**Reply from 40.0.0.1: bytes=32 time=6ms TTL=125**

**Reply from 40.0.0.1: bytes=32 time=14ms TTL=125**

**Ping statistics for 40.0.0.1:**

**Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),**

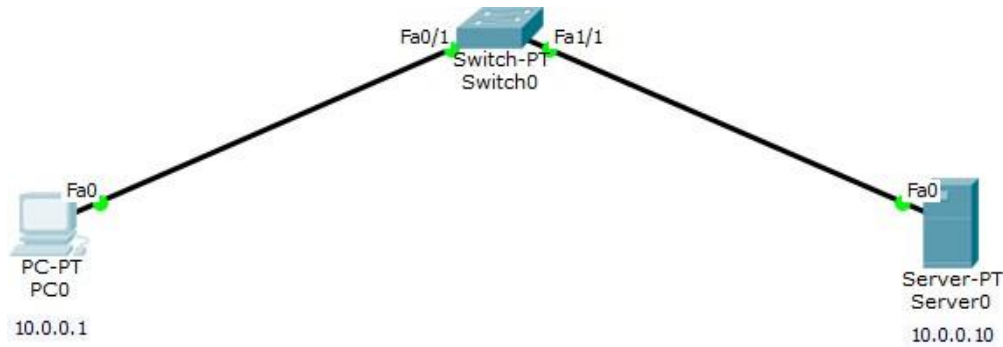
**Approximate round trip times in milli-seconds:**

**Minimum = 6ms, Maximum = 14ms, Average = 10ms**

## Experiment No-6

**Aim:** Demonstration of WEB server and DNS using Packet Tracer.

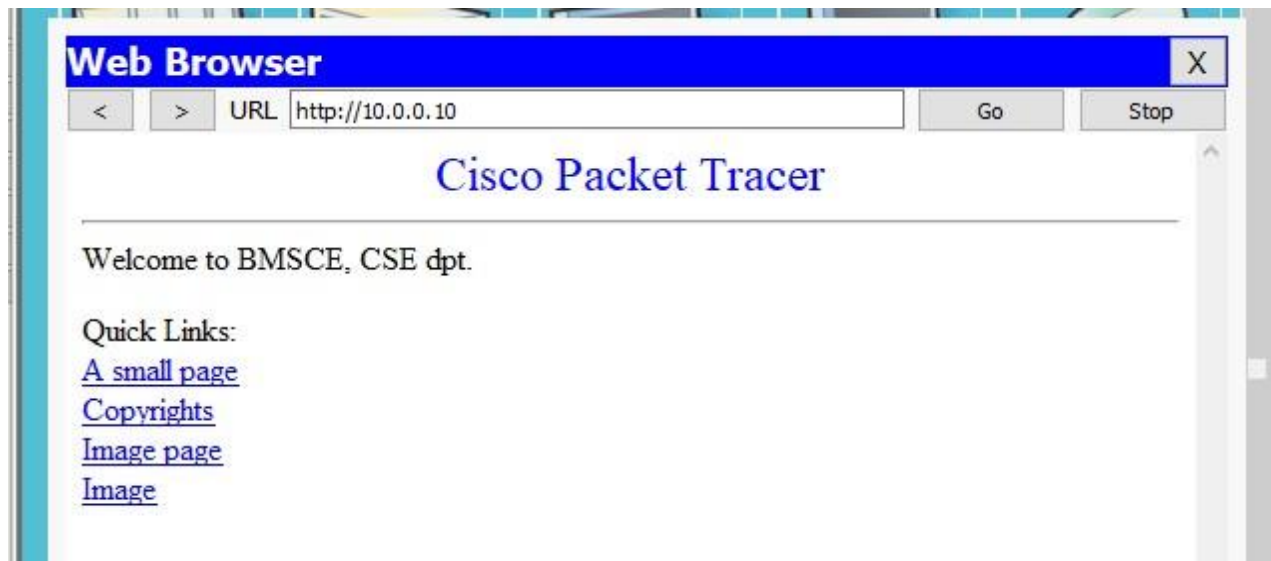
### Topology:



### Procedure:

- set up IP address for PC0 and server
- select PC, choose Desktop tab, choose Web Browser and enter 10.0.0.10 IP address, which displays the home page
- select server, choose Services tab, select HTTP and switch it on. Click the edit button for index.html and edit the file.
- switch the DNS on, and add a domain name - bmsce with the address 10.0.0.10
- search for the domain name in the web browser of the PC.

### Output:



## CYCLE - 2

**Program 1:** Write a program for error-detecting code using CRC-CCITT (16-bits).

**Code :**

```
#include <iostream>
#include <string.h> using
namespace std;
int crc(char *ip, char *op, char *poly, int mode)
{ strcpy(op, ip); if (mode) { for (int i =
    1; i < strlen(poly); i++) strcat(op,
    "0");
    }
    /* Perform XOR on the msg with the selected polynomial */
    for (int i = 0; i < strlen(ip); i++) { if (op[i] == '1') { for (int j
    = 0; j < strlen(poly); j++) { if (op[i + j] == poly[j]) op[i + j]
    = '0';
        else op[i + j] =
        '1';
    }
    }
    }
    /* check for errors. return 0 if error detected
    */ for (int i = 0; i < strlen(op); i++) if (op[i]
    == '1') return 0;

    return 1;
}

int main(){ char ip[50], op[50],
    recv[50];

    char poly[] = "100010000000100001";

    cout << "Enter the input message in binary"<< endl;
    cin >> ip; crc(ip,
    op, poly, 1);
    cout << "The transmitted message is: " << ip << op + strlen(ip) <<
    endl; cout << "Enter the received message in binary" << endl; cin >>
    recv; if (crc(recv, op, poly, 0))
        cout << "No error in data" << endl;
```



```
else
    cout << "Error in data transmission has occurred" << endl;

return 0;
}
```

### Output :

```
/tmp/kiPKSgKXwt.o
Enter the input message in binary
11100011100100000
The transmitted message is: 111000111001000001001110010010001
Enter the received message in binary
111000111001000001001110010010001
No error in data
|
```

**Program 2 :** Write a program for distance vector algorithm to find suitable path for transmission

**Code :**

```
class Topology:
    def __init__(self, array_of_points):
        self.nodes = array_of_points
        self.edges = []

    def add_direct_connection(self, p1, p2, cost):
        self.edges.append((p1, p2, cost))
        self.edges.append((p2, p1, cost))

    def distance_vector_routing(self):
        import collections
        for node in self.nodes:
            dist = collections.defaultdict(int)
            next_hop = {node: node}
            for other_node in self.nodes:
                if other_node != node:
                    dist[other_node] = 100000000 # infinity
            # Bellman Ford Algorithm for i
            for i in range(len(self.nodes)-1):
                for edge in self.edges:
                    src, dest, cost = edge
                    if dist[src] + cost < dist[dest]:
                        dist[dest] = dist[src] + cost
                        next_hop[dest] = src
                    elif src in next_hop:
                        next_hop[dest] = next_hop[src]

            self.print_routing_table(node, dist, next_hop)
            print()

    def print_routing_table(self, node, dist, next_hop):
        print(f"Routing table for {node}:")
        print('Dest \t Cost \t Next Hop')
        for dest, cost in dist.items():
            print(f'{dest} \t {cost} \t {next_hop[dest]}')
        arr = []
        l = int(input("Enter the number of nodes"))
        for _ in range(0, l):
```

```

arr.append(input("Enter the name of the node"))
t=Topology(arr) edges=int(input('Enter no.
of connections')) for _ in range(edges):
    src,dest,cost=input('Enter [src][dest][cost]').split()
    t.add_direct_connection(src,dest,int(cost))
t.distance_vector_routing()

```

## Output :

```

umangs-MacBook-Air-2:- umanggoel$ python3 r.py
Enter the number of nodes5
Enter the name of the nodeA
Enter the name of the nodeB
Enter the name of the nodeC
Enter the name of the nodeD
Enter the name of the nodeE
Enter no. of connections8
Enter [src][dest][cost]A B 4
Enter [src][dest][cost]A C 5
Enter [src][dest][cost]B D 6
Enter [src][dest][cost]C E 3
Enter [src][dest][cost]B E 3
Enter [src][dest][cost]E A 7
Enter [src][dest][cost]C D 4
Enter [src][dest][cost]D E 4
Routing table for A:
Dest    Cost    Next Hop
B        4        B
C        5        C
D        9        C
E        7        B
A        0        A
Routing table for B:
Dest    Cost    Next Hop
A        4        A
C        6        E
D        6        D
E        3        E
B        0        B
Routing table for C:
Dest    Cost    Next Hop
A        5        A
B        6        E
D        4        D
E        3        E
C        0        C
Routing table for D:
Dest    Cost    Next Hop
A        9        C
B        6        B
C        4        C
E        4        E
D        0        D
Routing table for E:
Dest    Cost    Next Hop
A        7        A
B        3        B
C        3        C
D        4        D
E        0        E

```

**Program 3 :** Implement Dijkstra's algorithm to compute the shortest path for a given topology

**Code :**

```
#include<stdio.h>
void dijkstras(); int
c[10][10],n,src;
void main()
{
int i,j;
printf("\nenter the no of vertices:\t");
scanf("%d",&n); printf("\nenter the
cost matrix:\n");
for(i=1;i<=n;i++)
{ for(j=1;j<=n;j++)
scanf("%d",&c[i][j]);
}
printf("\nenter the source node:\t");
scanf("%d",&src);
dijkstras(); getch();
}
void dijkstras()
{
int vis[10],dist[10],u,j,count,min;
for(j=1;j<=n;j++)
{
dist[j]=c[src][j];
}
for(j=1;j<=n;j++)
{ vis[j]=0;
} dist[src]=0;
vis[src]=1;
count=1;
while(count!=n
)
{
min=9999;
for(j=1;j<=n;j++) {
if(dist[j]<min&&vis[j]!=1)
{ min=dist[j];
u=j;
```

```

    } } vis[u]=1; count++;
for(j=1;j<=n;j++) {
if(min+c[u][j]<dist[j]&&vis[j]!=1)
{
    dist[j]=min+c[u][j];
}
}
} printf("\nthe shortest distance
is:\n");
for(j=1;j<=n;j++)
{ printf("\n%d ----
>%d=%d",src,j,dist[j]);
}
}

```

## Output :

```

enter the no of vertices:      5

enter the cost matrix:
9999 3 9999 7 9999
3 9999 4 2 9999
9999 4 9999 5 6
7 2 5 9999 4
9999 9999 6 4 9999

enter the source node: 1

the shortest distance is:

1----->1=0
1----->2=3
1----->3=7
1----->4=5
1----->5=9umangs-MacBook-Air-2:~ umanggoel$

```

**Program 4 :** Write a program for congestion control using Leaky bucket algorithm.

**Code :**

```
#include <iostream>
#include <vector> #include
<bits/stdc++.h> using
namespace std;

int main()
{ int sum=0,pkt,leak = 10;
  int choice; vector <int>
  bucket; int cap = 50;
  while(true){
    cout<<"1. Add packet\n2. No packets\n3. Exit\nEnter choice :
    "; cin>>choice; switch(choice){ case 1 : cout<<"Enter pkt : ";
    cin>>pkt; if(pkt>cap-sum)
      cout<<"Bucket OverFlow"<<endl;
    else{
      bucket.push_back(pkt);
      sum = accumulate(bucket.begin(), bucket.end(), 0);
      cout<<"\nBefore leak"<<endl;
      cout<<"sum = "<<sum<<" leak = "<<leak<<endl;
    }
    bucket.push_back(-leak);
    sum = accumulate(bucket.begin(), bucket.end(), 0);
    if(sum<0) sum=0;
    cout<<"\nAfter leak"<<endl;
    cout<<"sum = "<<sum<<" leak = "<<leak<<endl;
    break;

    case 2:
    if(sum>leak){
      bucket.push_back(-leak); sum =
      accumulate(bucket.begin(), bucket.end(), 0);
      cout<<"sum = "<<sum<<" leak = "<<leak<<endl;
    } else
    if(sum<leak){
      sum = 0; cout<<"sum = "<<sum<<" leak =
      "<<leak<<endl;
```

```
    }  
    else{  
        bucket.push_back(-leak);  
        sum = accumulate(bucket.begin(), bucket.end(), 0);  
        cout<<"sum = "<<sum<<endl; cout<<"\nBucket  
        Empty"<<endl;  
    }break;  
  
    case 3: cout<<"\nexit"; exit(0);  
    break; default : cout<<"wrong  
    choice\n";  
    }  
    }  
  
    return 0;  
}
```

**Output :**

```
1. Add packet
2. No packets
3. Exit
Enter choice : 1
Enter pkt : 15

Before leak
sum = 15 leak = 10

After leak
sum = 5 leak = 10
1. Add packet
2. No packets
3. Exit
Enter choice : 1
Enter pkt : 20

Before leak
sum = 25 leak = 10

After leak
sum = 15 leak = 10
1. Add packet
2. No packets
3. Exit
Enter choice : 2
sum = 5 leak = 10
1. Add packet
2. No packets
3. Exit
Enter choice : 2
sum = 0 leak = 10
1. Add packet
2. No packets
3. Exit
Enter choice : 2
sum = 0 leak = 10
1. Add packet
2. No packets
3. Exit
Enter choice : 1
Enter pkt : 99
Bucket OverFlow

After leak
sum = 0 leak = 10
1. Add packet
2. No packets
3. Exit
Enter choice : 3

exit
```



**Program 5 :** Using TCP/IP sockets, write a client-server program to make client sending the file name and the server to send back the contents of the requested file if present **Code :**

Server :

```
from socket import * serverName="127.0.0.1"
serverPort = 12000
serverSocket = socket(AF_INET,SOCK_STREAM)
serverSocket.bind((serverName,serverPort))
serverSocket.listen(1) while 1: print ("The server is
ready to receive") connectionSocket, addr =
serverSocket.accept() sentence =
connectionSocket.recv(1024).decode()

file=open(sentence,"r") l=file.read(1024)

connectionSocket.send(l.encode())
print ("\nSent contents of ' + sentence)
file.close() connectionSocket.close()
```

Client :

```
from socket import * serverName
= '127.0.0.1' serverPort = 12000
clientSocket = socket(AF_INET, SOCK_STREAM)
clientSocket.connect((serverName,serverPort))
sentence = input("\nEnter file name: ")
clientSocket.send(sentence.encode()) filecontents =
clientSocket.recv(1024).decode() print ("\nFrom
Server:\n") print(filecontents) clientSocket.close()
```

**Output :**

```
(umangs-MacBook-Air-2:~ umanggoel$ python3 client.py
Enter file name: hello.cpp

From Server:

#include<iostream>

using namespace std;

int main(){
    int n;
    cin>>n;
    cout<<n<<endl;
    return 0;
}
```

```
For more details, please visit https://support.apple.com/kb/H1
(umangs-MacBook-Air-2:~ umanggoel$ nano server.py
(umangs-MacBook-Air-2:~ umanggoel$ python3 server.py
The server is ready to receive

Sent contents of hello.cpp
The server is ready to receive
```

**Program 6 :** Using UDP sockets, write a client-server program to make client sending the file name and the server to send back the contents of the requested file if present **Code :**

Server :

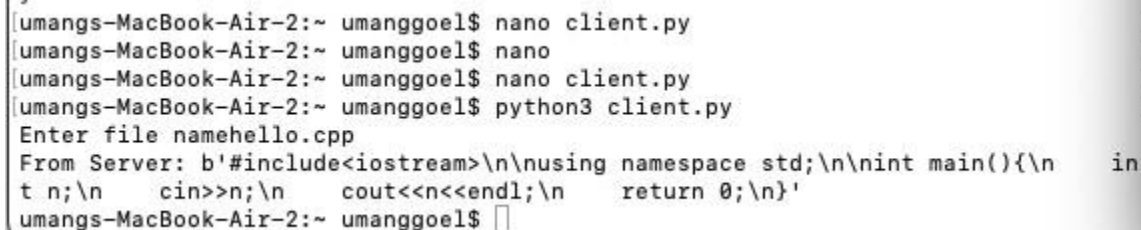
```
from socket import *
serverPort = 12000
serverSocket = socket(AF_INET,
SOCK_DGRAM)
serverSocket.bind((gethostname(), serverPort))
print ("The server is ready to receive") while 1:
    sentence,clientAddress = serverSocket.recvfrom(2048)
file=open(sentence,"r")
    l=file.read(2048)

    serverSocket.sendto(bytes(l,"utf-8"),clientAddress)
    print("sent back to client",l) file.close()
```

Client :

```
from socket import * serverName
= gethostname() serverPort =
12000
clientSocket = socket(AF_INET, SOCK_DGRAM)
sentence = input("Enter file name")
clientSocket.sendto(bytes(sentence,"utf-8"),(serverName, serverPort))
filecontents,serverAddress = clientSocket.recvfrom(2048) print
('From Server:', filecontents) clientSocket.close()
```

**Output :**



```
[umangs-MacBook-Air-2:~ umanggoel$ nano client.py
[umangs-MacBook-Air-2:~ umanggoel$ nano
[umangs-MacBook-Air-2:~ umanggoel$ nano client.py
[umangs-MacBook-Air-2:~ umanggoel$ python3 client.py
Enter file namehello.cpp
From Server: b'#include<iostream>\n\nusing namespace std;\n\nint main(){\n    in
t n;\n    cin>>n;\n    cout<<n<<endl;\n    return 0;\n}'
umangs-MacBook-Air-2:~ umanggoel$
```

```
|umangs-MacBook-Air-2:~ umanggoel$ python3 server.py
The server is ready to receive
sent back to client #include<iostream>

using namespace std;

int main(){
    int n;
    cin>>n;
    cout<<n<<endl;
    return 0;
}
```