CIS3534C GPA 10: APIs

In this assignment we will modify Lab 10's client program to access and manipulate a device in the FishNet simulated network environment.

Assignment Prerequisites

- A Python 3.x virtual environment with the following packages installed:
  - Flask
  - Flask_api
  - requests
- Internet access to github.com

Instructions:

1. Follow the steps in Lab 10

2. Modify the client to access and manipulate the **switch1** device instead of router1. There should be no references to router1 in your solution. Your modified client should perform the following tasks:

- login
- obtain a token
- list the full device inventory
- list the configuration of the switch1 device
- modify the IP address of switch1
- Verify the IP address was modified by obtaining the configuration of switch1 again and comparing the new IP address with the new address that was sent to the server.

3. Activate your virtual environment in two separate command tool windows.

4. Run the FishNet server from the command line.

5. Execute your modified client and observer the output. As you execute your client, be sure to monitor the output of the FishNet server; if it crashes, you will need to restart it. Please report crash information (including stack trace(s) and the version number, displayed in the banner at the top of the application with it starts) to your instructor.