University of Information Technology and Sciences (UITS)

Lab Report - 1

IT-326 : Client Server Programming Lab

Basic Of Client Server Programming

Submitted To:

Sk. Tanzir Mehedi
Lecturer,
Department of IT, UITS
Email:
tanzirmehedi@uits.edu.bd

Submitted By:

Name: Nazmul Zaman
Student ID:2014755055
Department of IT UITS

22 MAY 2022

Contents

1 Abstrac

Client-server model is a distributed application structure that partitions tasks or workloads between the providers of a resource or service, called servers, and service requesters, called clients.

2 Objective

In this task I am going to learn about basic of client server. I am going to use some commands like ipconfig,ipconfig/all,ping,tracer.Also learn about incognito mode and goint to see website cookies and how it works,header response,request method etc.

3 Working Procedure

3.1 ipconfig

ipconfig (standing for "Internet Protocol configuration") is a console application program of some computer operating systems that displays all current TCP/IP network configuration values and refreshes Dynamic Host Configuration Protocol (DHCP) and Domain Name System (DNS) settings.

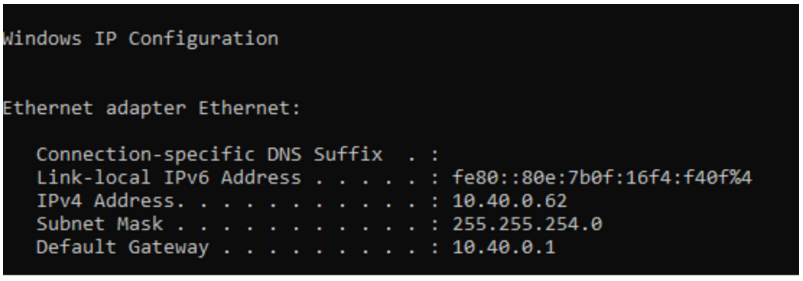

Figure 1: Output

3.2 ipconfig/all

ipconfig /all displays all configuration information for each adapter bound to TCP/IP.

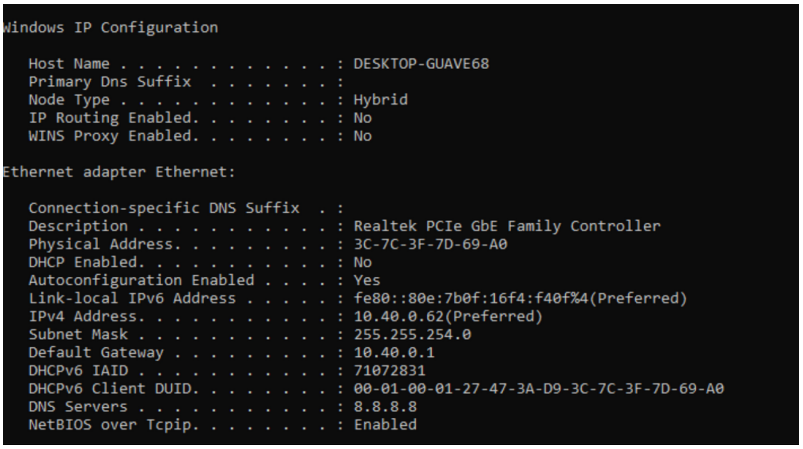

Figure 2: Output

3.3 Ping

Ping (latency is the technically more correct term) means the time it takes for a small data set to be transmitted from your device to a server on the Internet and back to your device again. The ping time is measured in milliseconds (ms).

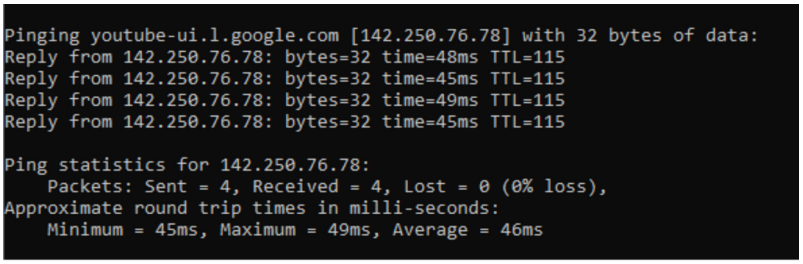

Figure 3: Output

3.4 Tracert

The TRACERT diagnostic utility determines the route to a destination by sending Internet Control Message Protocol (ICMP) echo packets to the destination. In these packets, TRACERT uses varying IP Time-To-Live (TTL) values. TRACERT sends the first echo packet with a TTL of 1 and increments the TTL by 1 on each subsequent transmission, until the destination responds or until the maximum TTL is reached. The ICMP "Time Exceeded" messages that intermediate routers send back show the route.

```
Tracing route to youtube-ui.l.google.com [142.250.76.78]
over a maximum of 30 hops:

  1     1 ms    <1 ms    <1 ms  10.40.0.1
  2     2 ms    <1 ms    <1 ms  10.49.33.81
  3     1 ms     1 ms     *     100.64.1.101
  4     1 ms    <1 ms    <1 ms  118.253.nuclear.link3.net [203.76.118.253]
  5     1 ms     1 ms     1 ms  104.6.nuclear.link3.net [203.76.104.6]
  6     *        *        *     Request timed out.
  7     3 ms     2 ms     2 ms  157.119.185.31.summitiig.net [157.119.185.31]
  8     3 ms     2 ms     2 ms  157.119.185.37.summitiig.net [157.119.185.37]
  9     9 ms     8 ms     8 ms  182.79.88.17
 10    53 ms    48 ms    49 ms  116.119.73.144
 11    47 ms    46 ms    48 ms  72.14.205.196
 12    44 ms    43 ms    43 ms  142.251.227.211
 13    36 ms    36 ms    36 ms  142.250.228.245
 14    45 ms    47 ms    45 ms  maa05s14-in-f14.1e100.net [142.250.76.78]

Trace complete.
```

Figure 4: Output

3.5 Incongito Mode

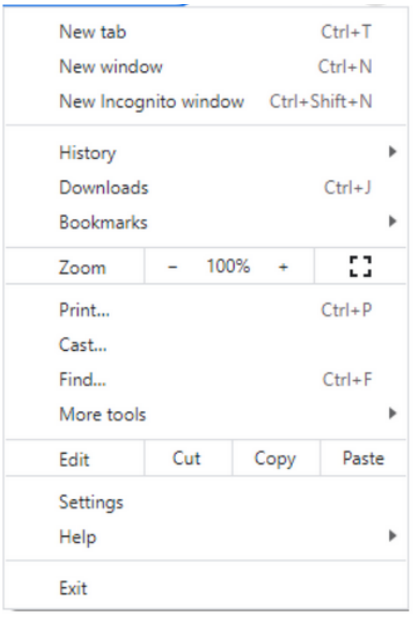

Figure 5: Output

3.6 Incongito Tab

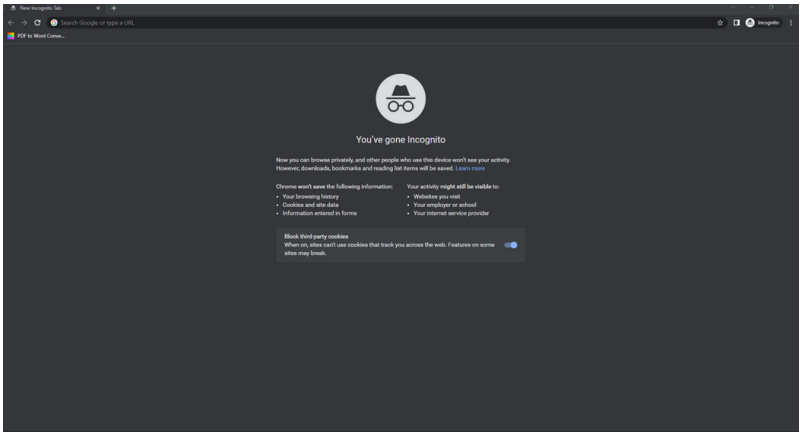

Figure 6: Output

3.7 Developer Tools

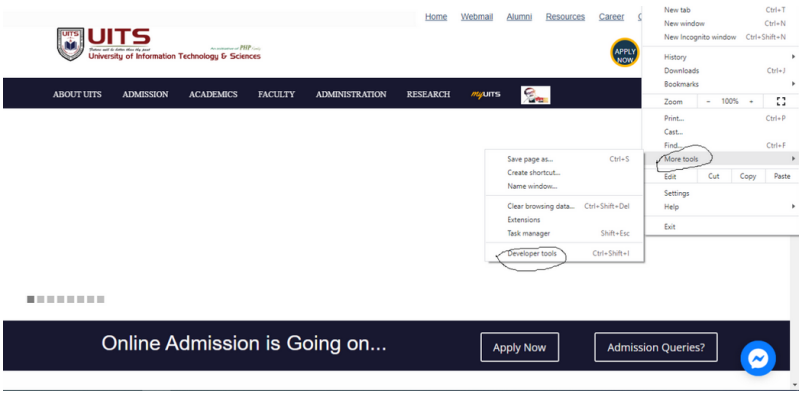

Figure 7: Output

3.8 Developer Tools

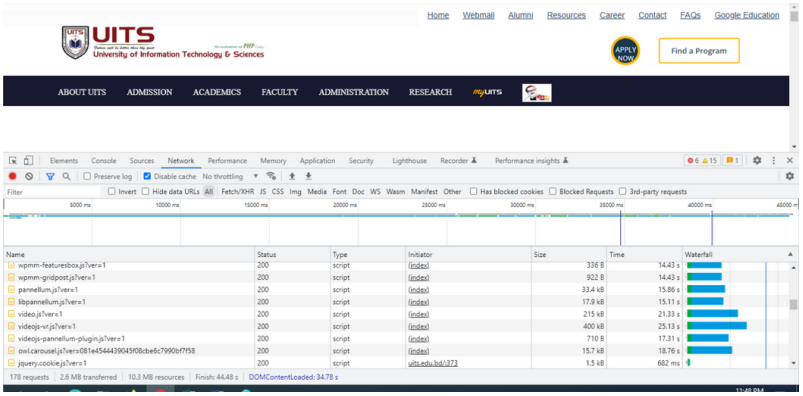

Figure 8: Output

3.9 Waterfall

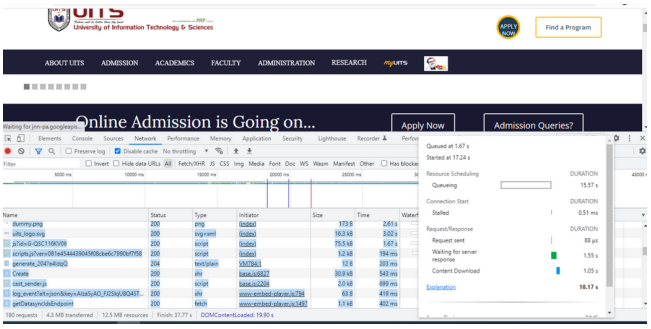

Figure 9: Output

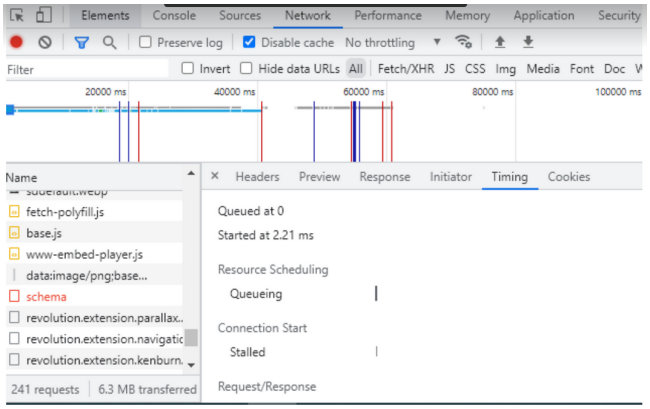

Figure 10: Output

4 Conclusion

To conclude, I can say that by doing this task now I have a solid knowledge about basics of client server programming. I gathered knowledge about many basic commands of client server and also learned about incognito tab, developer tools, network, headers, timing, cookie etc.

5 References

1.https://www.w3schools.com/sql/sql$_intro.asp$

2.https://www.javatpoint.com/sql/sql$_intro.asp3.https : //www.pcmag.com/encyclopedia/term/ipc$