

VISVESVARAYA TECHNOLOGICAL UNIVERSITY

“JnanaSangama”, Belgaum -590014, Karnataka.



LAB REPORT

on

COMPUTER NETWORKS

Submitted by

AFIFAH KHAN (1BM20CS195)

in partial fulfillment for the award of the degree of

BACHELOR OF ENGINEERING

in

COMPUTER SCIENCE AND ENGINEERING



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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 **AFIFAH KHAN (1BM20CS195)**, who is 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.

Dr. Nandini Vineeth
Assistant Professor
Department of CSE
BMSCE, Bengaluru

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

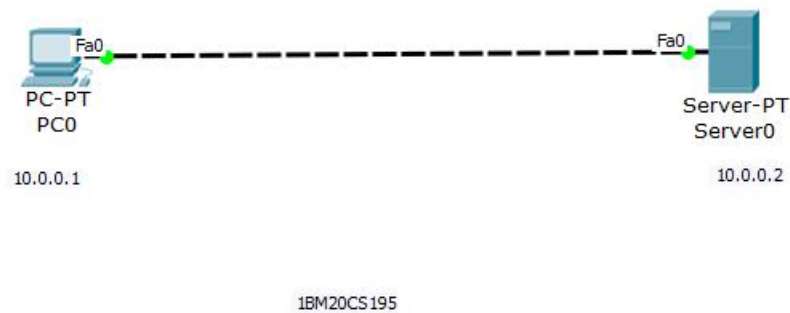
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Experiment - 0

Aim : To understand the working of Cisco Packet Tracer and simulate sending simple PDU from source to destination.

Topology :



Procedure :

1/11/22

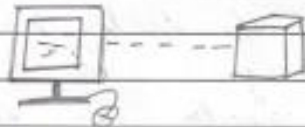
1st CN lab

- Open the Cisco packet tracer app desktop.
- In the left bottom corner, from the add devices, select a generic node and a generic server.
- Click on them, a dialog box appears.
- Under the config tab (fast ethernet tab) set the IP address as 10.0.x, IP address should be unique for each device in a network. It is a 32 bit IP address. First 8 bits for network and the next 24 bits are for host.
- Then click on the subnet, it will be automatically set to some value, 255.0.0.0. in this case.
- Rename the device needed.
- Then just close the dialog box, it will automatically save the changes.
- Then select the connector from the bottom left corner. It should be copper or copper crossover, the latter in this case.
- Click on both devices and click fast ethernet, a connection is formed.
- Red, green or amber color can be seen. If it is green, the connection is established.
- Then click on the packet symbol from right panel and click on the device to send packets.
- In the bottom right corner, you can set the mode to simulator or real time.
- In simulator mode, you can add simple run and click on auto capture. You can also click on back, or forward to see each step.

My first PT Lab

- Launch Packet Tracer
- Creating first network with the help of a generic PC and a generic server
- Under connection select copper straight cable and connect PC and server.
- configure IP addresses
- select simple PDU and click on both devices
- Finally click on auto capture & play & hence animation can be viewed of the packet tracer in simulation mode.
- In real time mode, open command prompt and send ping using commands and destination IP addresses

Topology



PC1

Server 1

Result:

PC > ping 10.0.0.1

Pinging 10.0.0.1 with 32 bytes of data:

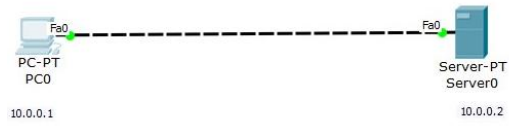
Reply from 10.0.0.1: bytes = 32 time = 2ms TTL = 128

Reply from 10.0.0.1: bytes = 32 time = 2ms TTL = 128

Reply from 10.0.0.1: bytes = 32 time = 2ms TTL = 128

Reply from 10.0.0.1: bytes = 32 time = 2ms TTL = 128

Snapshot of Output :



PC0

Physical Config Desktop Custom Interface

Command Prompt

```
Packet Tracer PC Command Line 1.0
PC>ping 10.0.0.2

Pinging 10.0.0.2 with 32 bytes of data:

Reply from 10.0.0.2: bytes=32 time=0ms TTL=128
Reply from 10.0.0.2: bytes=32 time=0ms TTL=128
Reply from 10.0.0.2: bytes=32 time=0ms TTL=128
Reply from 10.0.0.2: bytes=32 time=0ms TTL=128

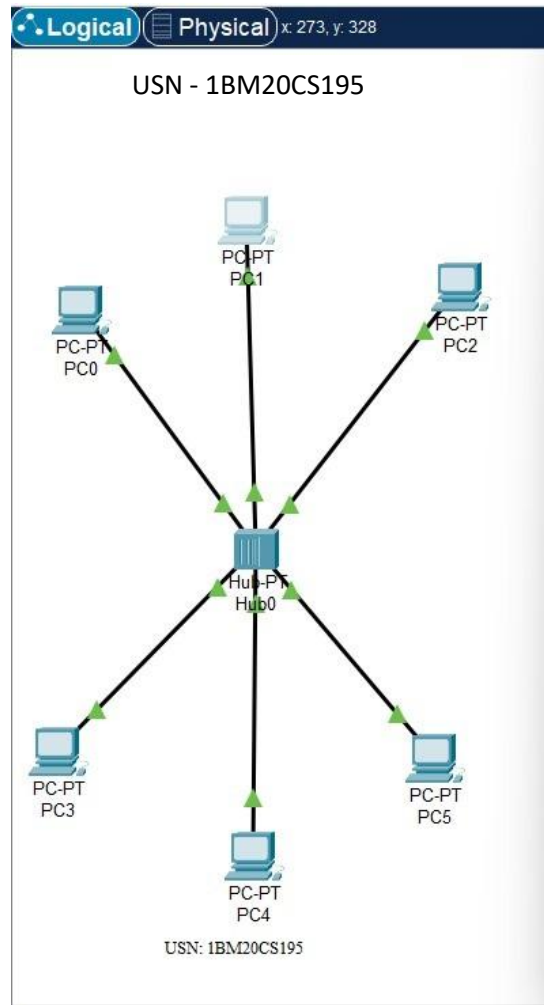
Ping statistics for 10.0.0.2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 0ms, Average = 0ms

PC>
```

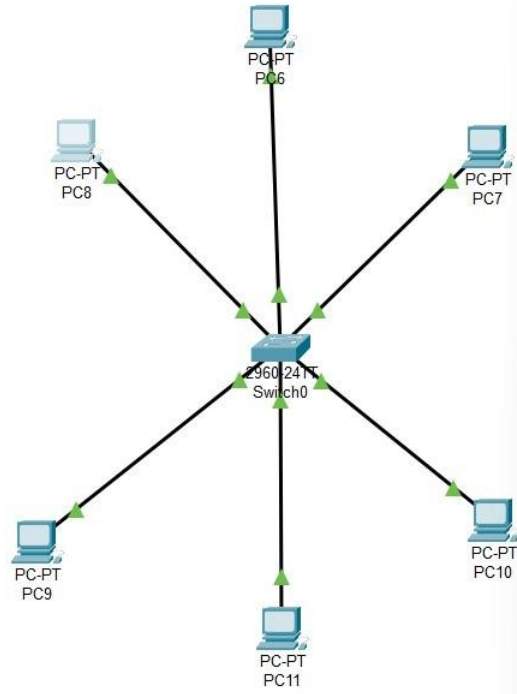
Experiment - 1

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

Topology :

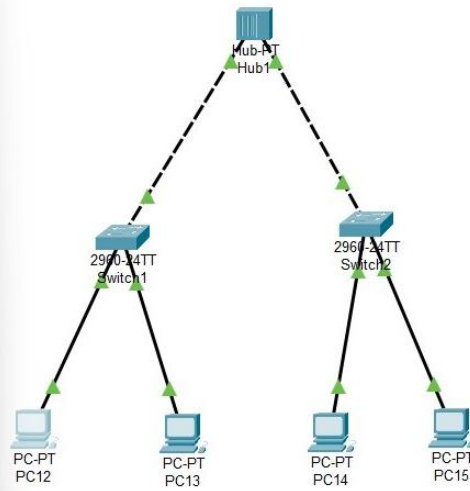


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Procedure :

procedure :-

HUB:

- * In Cisco packet tracer click on the left bottom corner and place the hub on the screen.
- * From the left bottom corner select end devices and click on the generic PC and place minimum of 4 on the screen around the HUB.
- * Next set the IP address of each PC by clicking on it going to config and giving a unique IP address to each PC making sure not to repeat. (select fast ethernet).
eg: 10.0.0.1 → for PC1.
- * Next connect all the PC's to the hub using a copper straight through.
- * On clicking each device click on the fast ethernet option and on clicking the hub click on the available port.
- * If IP ports are not available then click on hub and go to physical tab, turn off the switch and add new port from right hand corner and then switch the hub back on.

For simulation → click → add simple PDU → select source → select destination and then click auto capture / play.

For real time → click on either PC → go to desktop tab → open command prompt → type →
ping 10.0.0.1 (or IP of any other device)
click enter.

Switch : * click on the bottom left corner and place the first generic switch on the screen.

- * select the PC's from end devices.
- * set unique IP address for each device.
- * connect the switch and the end devices using copper straight through.

* For simulation - click → add simple pps → select source → select destination → click on auto capture / play.

* For real time → click on either pc → go to desktop → open command prompt → type → ping 10.0.0.2 (or IP address of any other device) click enter.

Result : For HUB :-

R> ping 10.0.0.1

Pinging 10.0.0.1 with 32 bytes of data:

Reply from 10.0.0.1: bytes = 32 time = 0ms TTL = 128

Reply from 10.0.0.1: bytes = 32 time = 0ms TTL = 128

Reply from 10.0.0.1: bytes = 32 time = 0ms TTL = 128

Reply from 10.0.0.1: bytes = 32 time = 0ms TTL = 128

Statistics: sent = 4, Received = 4, lost = 0

For switch :

R> ping 10.0.0.9

Pinging 10.0.0.9 with 32 bytes of data:

Reply from 10.0.0.9: bytes = 32 time = 0ms TTL = 128

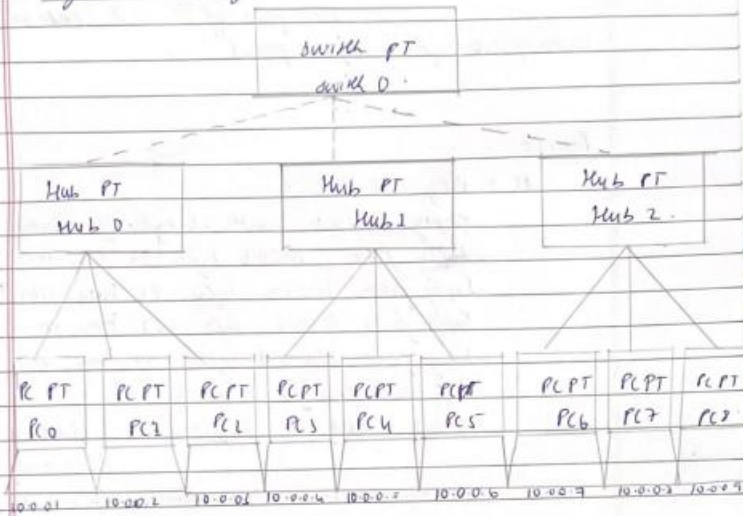
Reply from 10.0.0.9: bytes = 32 time = 0ms TTL = 128

Reply from 10.0.0.9: bytes = 32 time = 0ms TTL = 128

Reply from 10.0.0.9: bytes = 32 time = 0ms TTL = 128

Statistics: sent = 4, Received = 4, lost = 0

Hybrid topology.



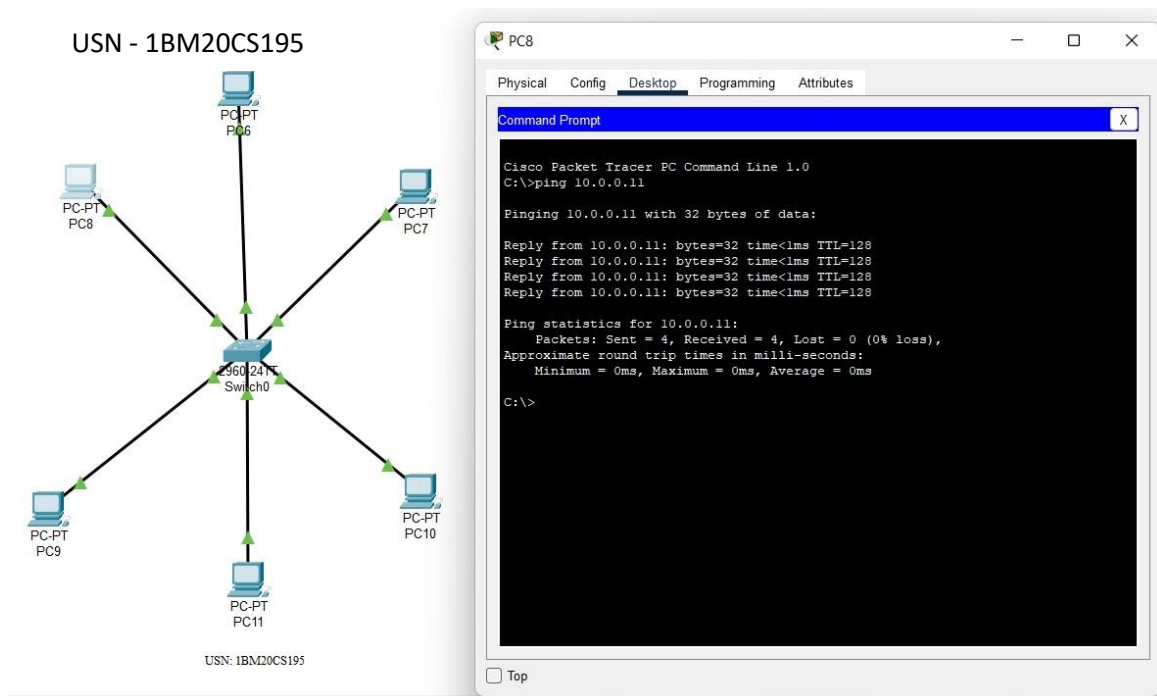
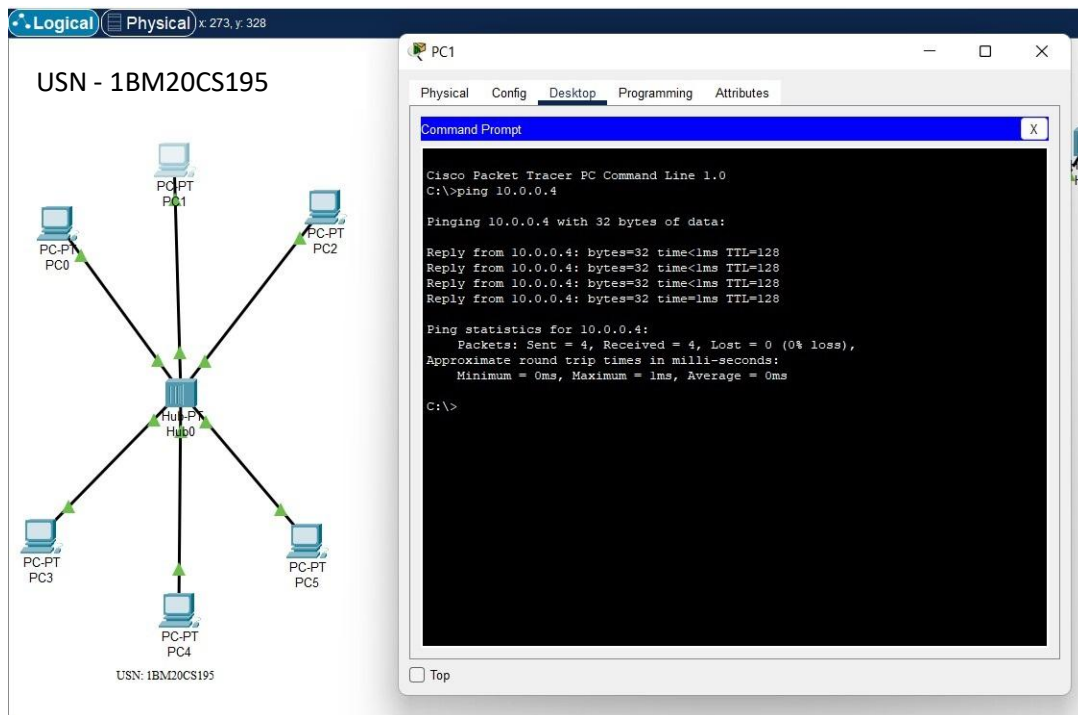
procedure:-

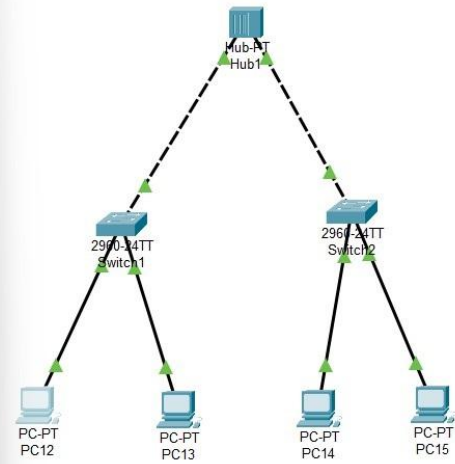
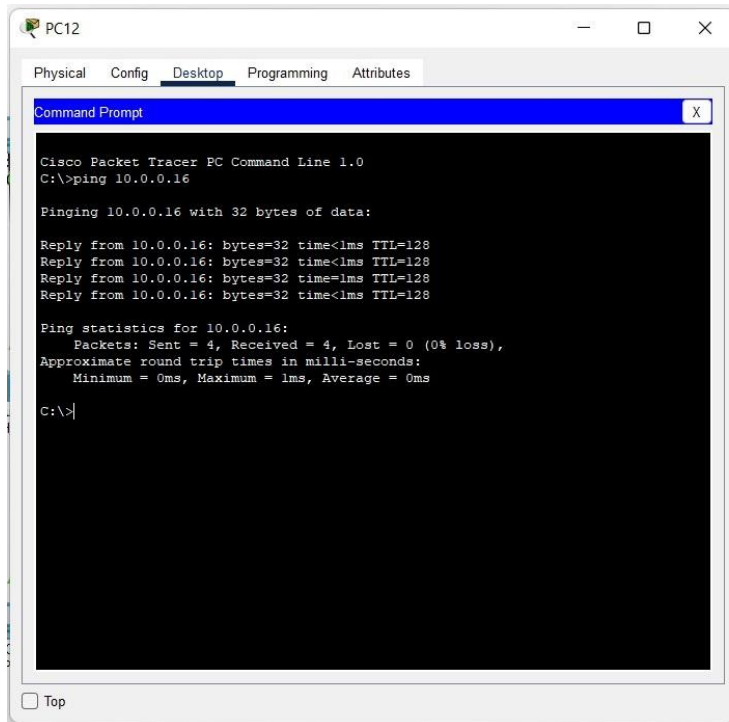
- Add a switch and 3 hubs and 9 PC's to workspace.

- Connect the three hubs to the switch using copper ~~or~~ crossover since hubs and switches are in the same layer.
- Connect the hubs to the PCs using a copper straight through.
- Configure the IP of each of the PC in the figure.

Real time mode: select the PC you want to send the packet from and open the command prompt. Specify the destination PC by specifying the destination address. A response is sent by the destination PC to the source PC.

Snapshot of Output :



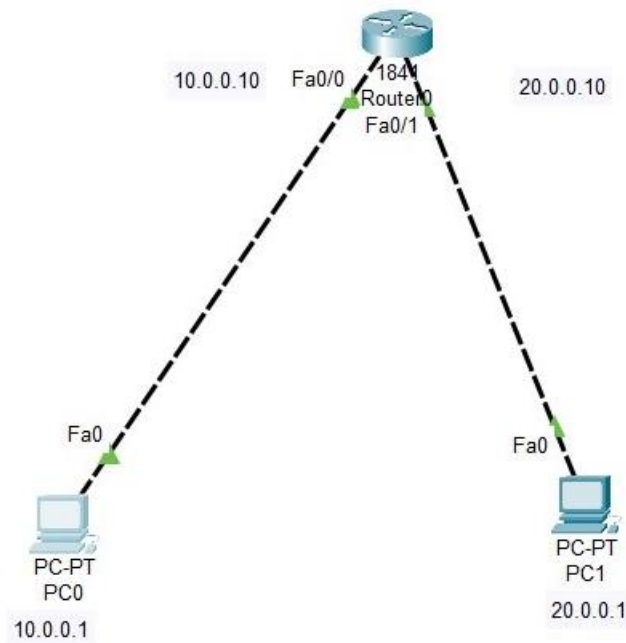


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Experiment - 2

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

Topology :



1BM20CS195

Procedure :

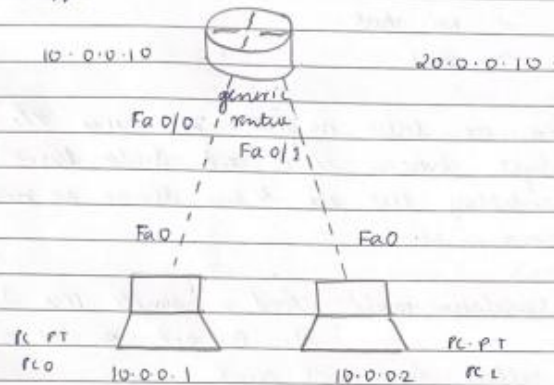
Experiment 2:

14/11/24

Title: Experiment using routers and PCs.

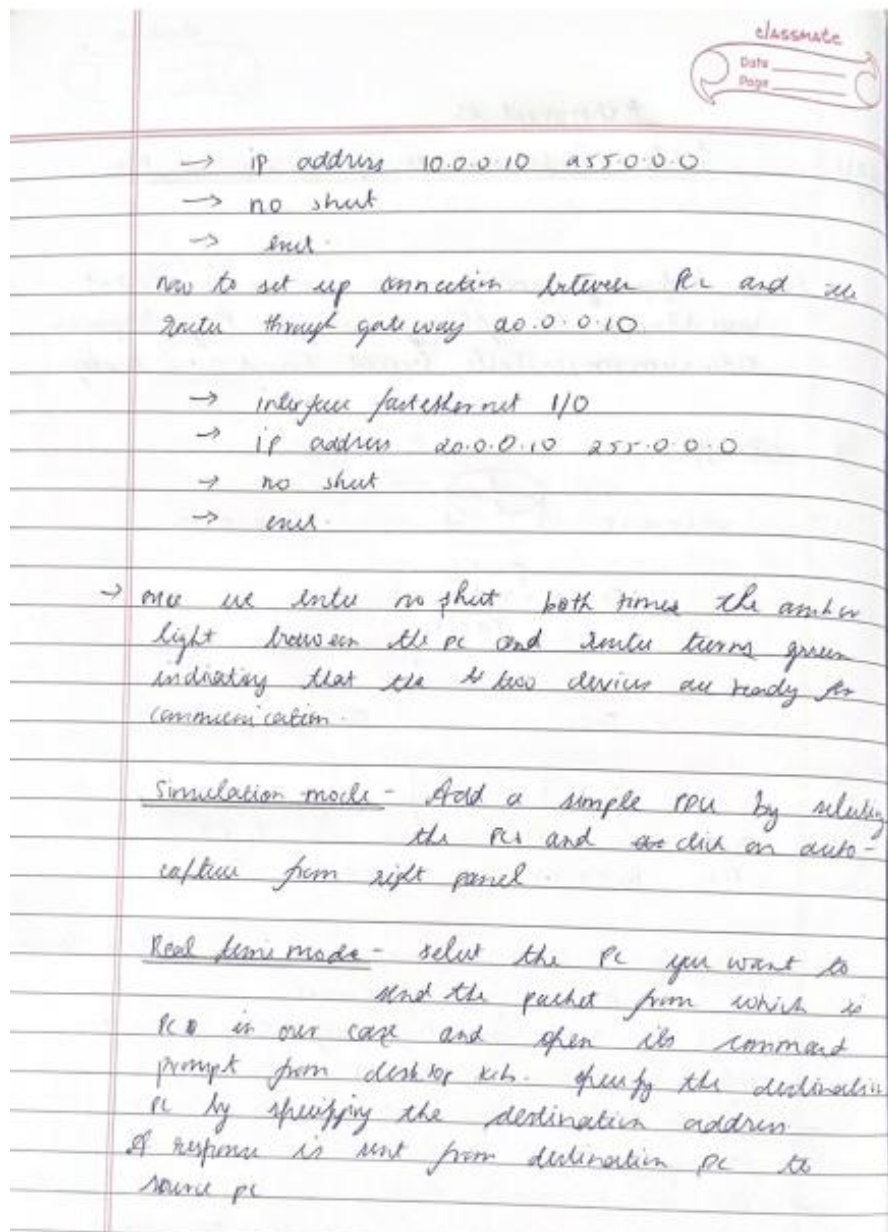
Aim: Configuring IP address to router in Packet Tracer and explore the following messages: Ping responses, destination unreachable, request timed out, Reply.

Topology:

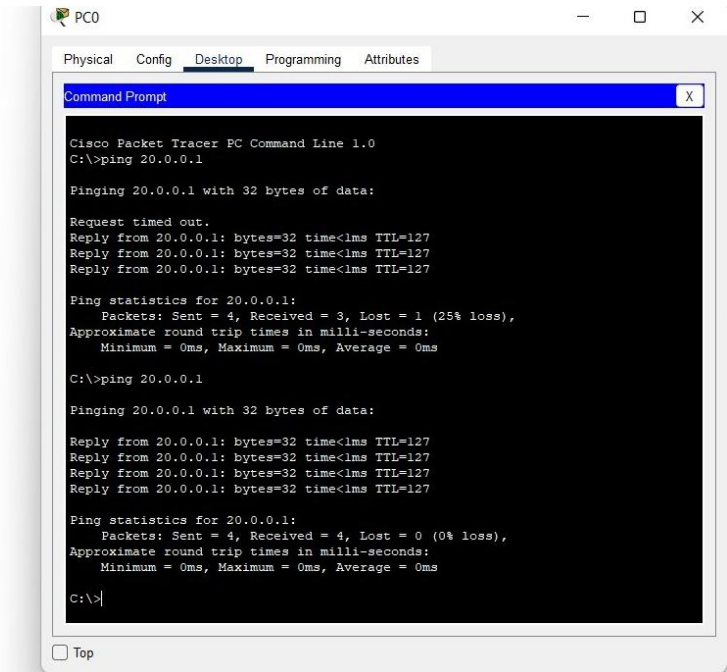
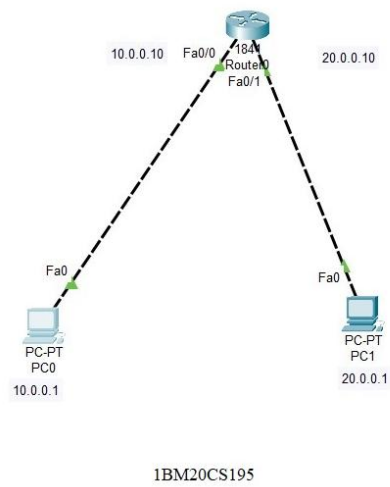


Procedure: ⇒ Place a generic router and two generic PCs in your workspace.

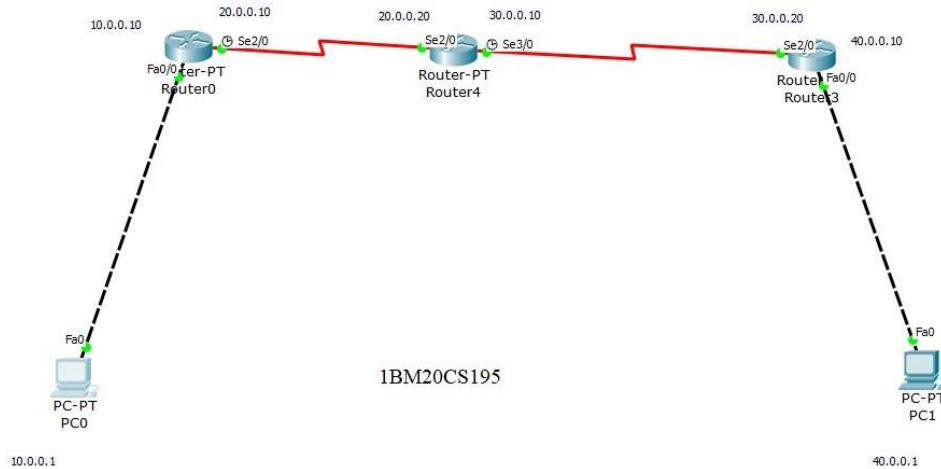
- ⇒ Connect the router and PCs using copper crossover.
- ⇒ Configure IP address of each PC and
- ⇒ in the configuration tab under settings set gateway for both PCs to the router.
- ⇒ Click on the generic router and go to the CLI tab. Enter the following commands to set up a connection between PCs and generic router through gateway 10.0.0.10.
 - No
 - enable
 - config t
 - interface fastethernet 0/0



Snapshot of Output :



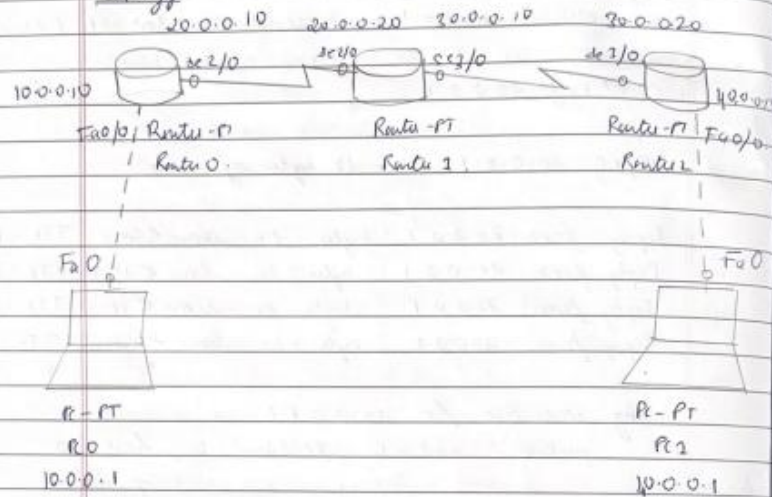
Topology :



Procedure :

with multiple routers and multiple PCs

Topology:



Procedure: * Place 2 generic routers and 2 generic PC's in the workspace.

- * Place a note for each device (PC and router) and specify the IP address.
- * Connect the routers and PC using copper crossover.
- * Connect the routers using serial p/c.
- * Click on each PC, go to the configure tab, set the IP address and subnet mask to 10.0.0.0.
- * Next click on settings in the config tab, set the gateway as the IP address of the next router. (eg: 10.0.0.10).
- * IP address of PC and its gateway address should belong to the same network.

for connecting two routers-

- * Click on Router 0 go to CLI, enter the following commands:-

→ no
→ enable
→ config t
→ interface serial 2/0
→ ip address 20.0.0.10 255.0.0.0
→ no shut.

- * Click on router 1, open CLI and enter the following commands:-

→ no
→ enable
→ config t
→ interface serial 2/0
→ ip address 20.0.0.20 255.0.0.0
→ no shut.

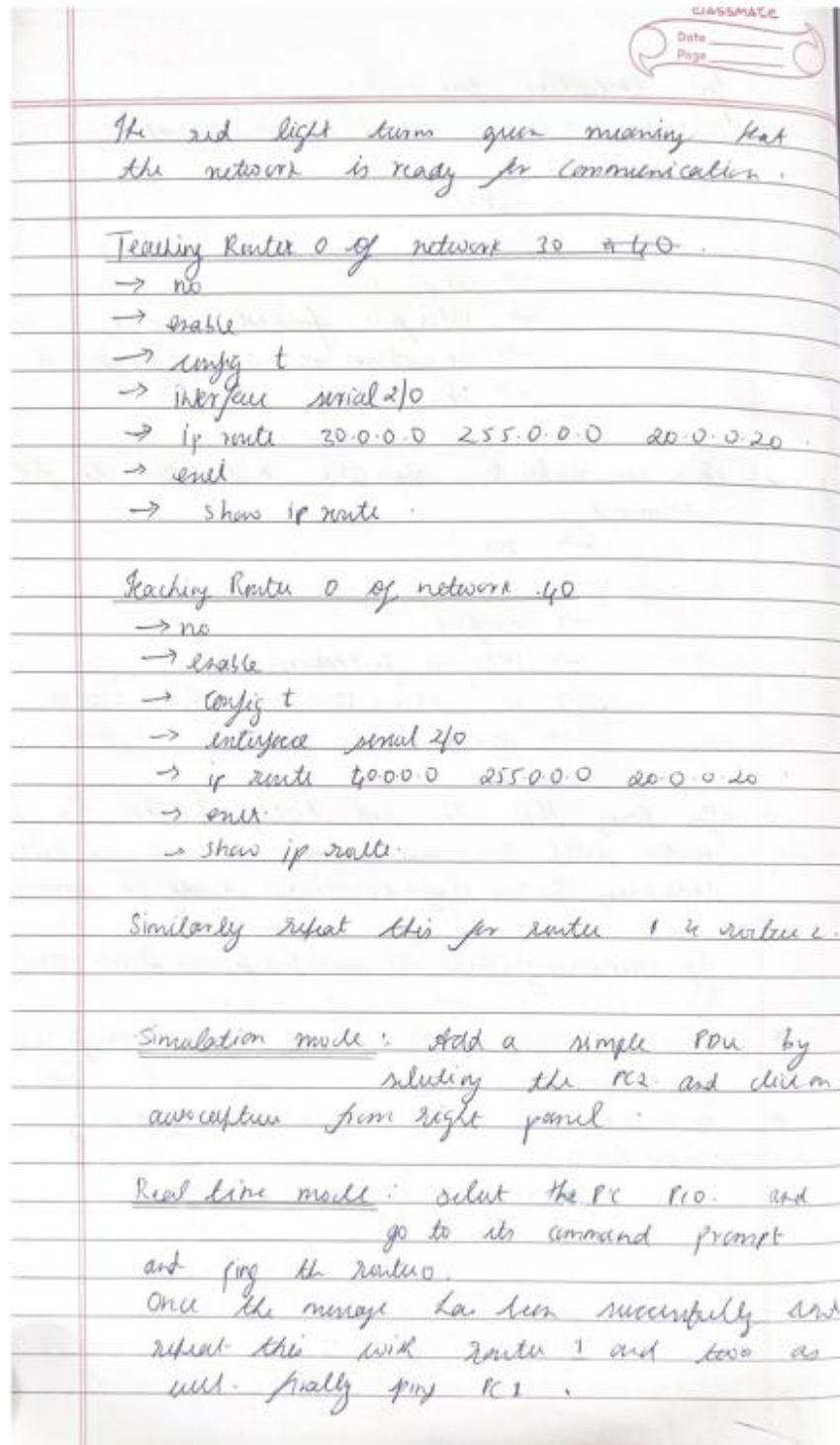
- * after doing this the red light between the two routers will now turn green (router 0 & router 1) indicating that they are now ready for communication.

for connecting two devices (PC and one router).

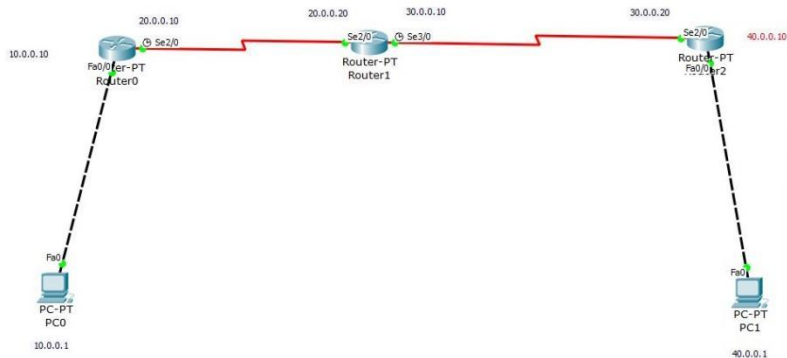
- * Since IP address of the PC is already configured go to router.

- * open CLI for router 0 - enter the following commands -

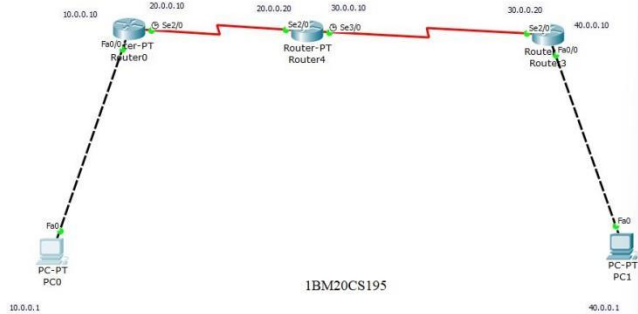
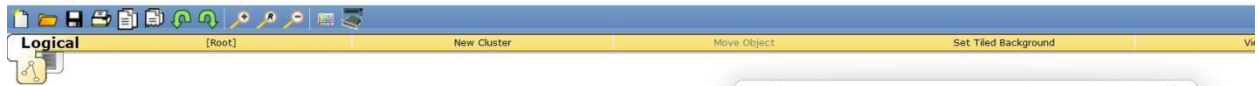
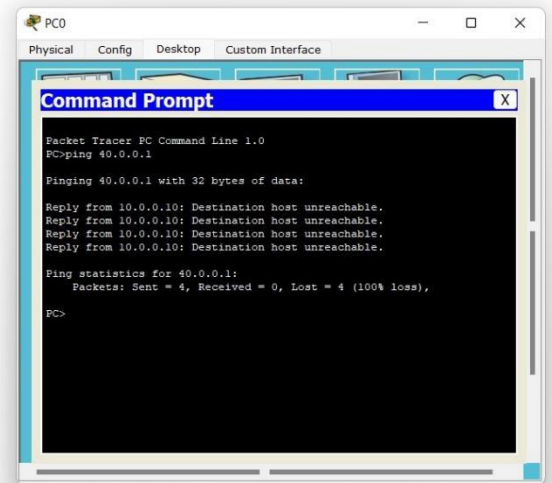
→ no
→ enable
→ config t
→ interface fastethernet 0/0
→ ip address 10.0.0.10 255.0.0.0
→ no shut.



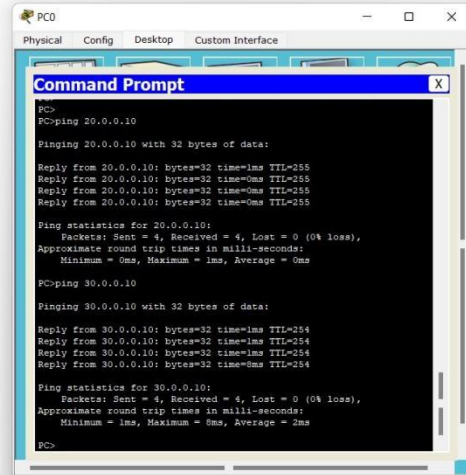
Snapshot of Output :

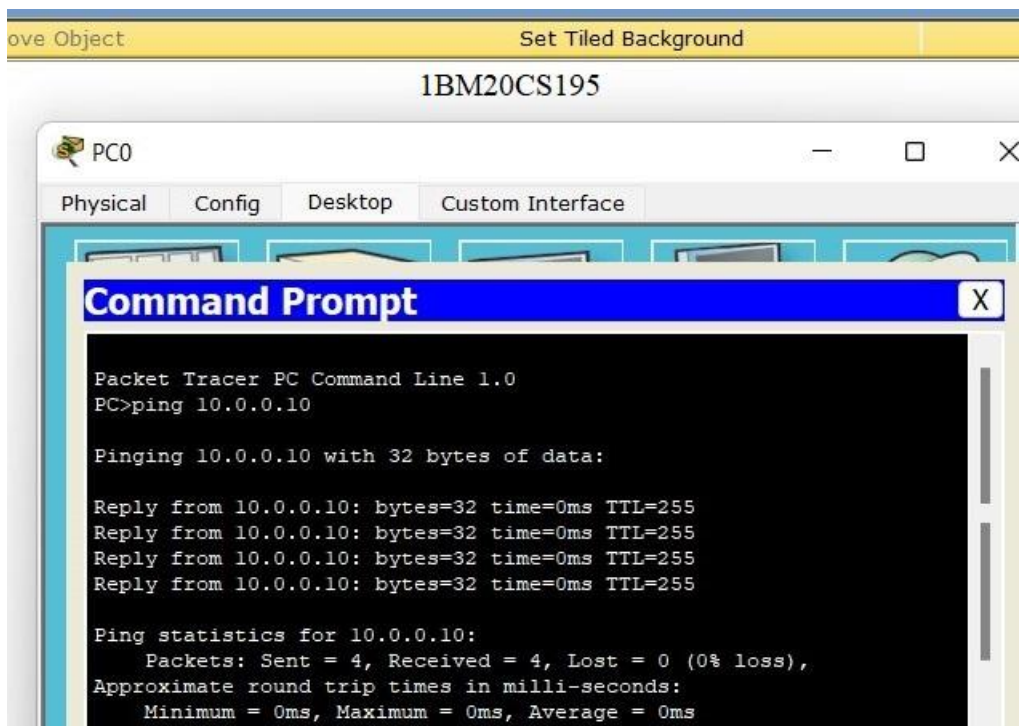
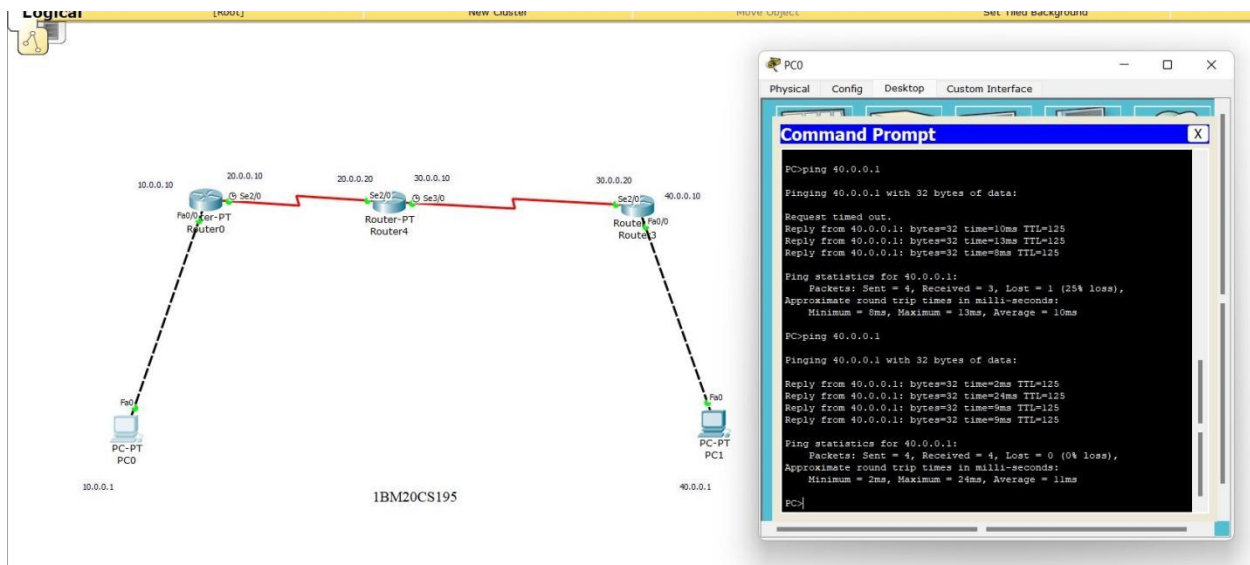


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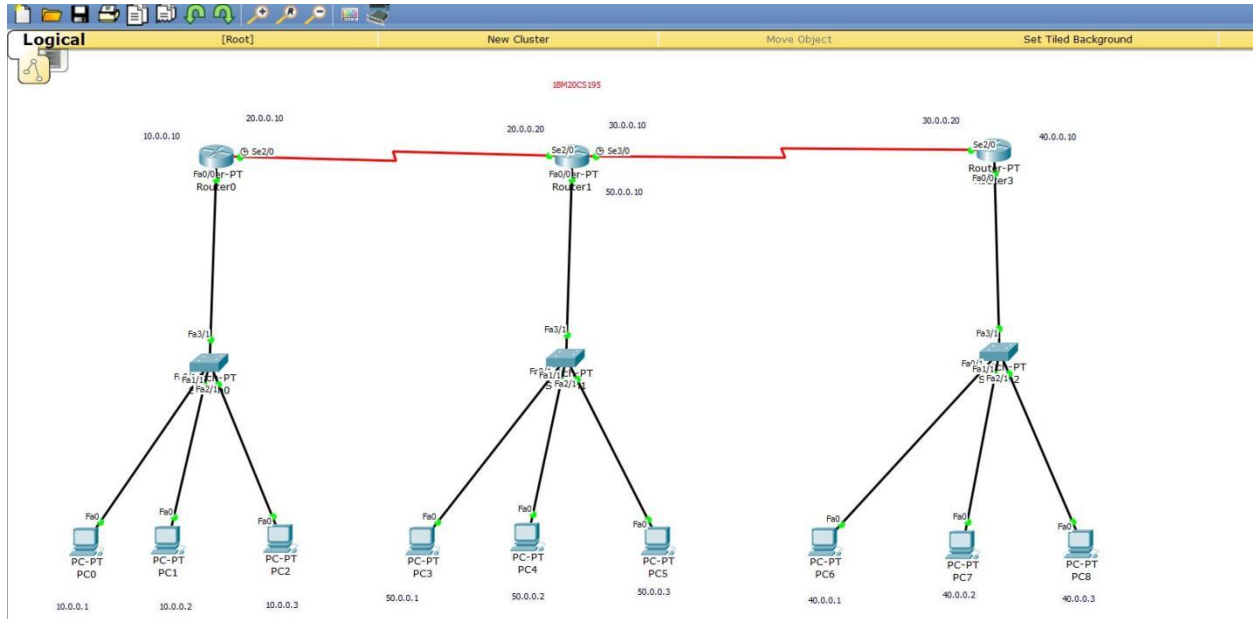




EXPERIMENT - 3

Aim : Configuring default route to the Router

Topology :



Procedure :

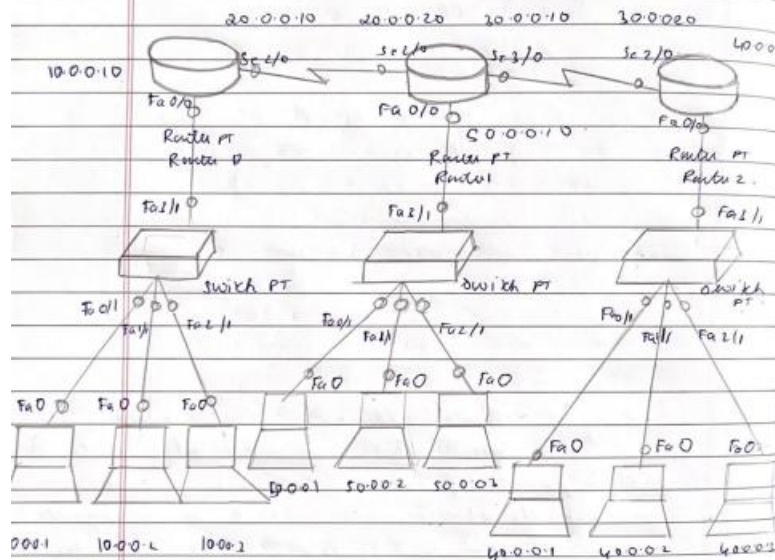
Experiment-3

28/11/22

(Configuring default route to the router via switches)

Aim: To configure default route to a router via switches using minimum commands.

Topology:



Procedure: → place 2 generic routers, 3 generic switches & 9 generic PCs in the workspace.

- connect the PCs to the switches using copper straight through
- connect the switches to routers also using copper straight throughs

- Connect the routers with one another using serial DCE
- set the IP address of each pc and subnet mask in `fast ethernet 0`.
- set the default gateway for each pc using `ipconfig`.
- click on the router 2 enter the following commands to establish connection with the switch.
 - enable
 - config t
 - interface fastethernet 0/0
 - ip address 10.0.0.10 255.0.0.0
 - no shut.
- after some time the light which was amber for the switch will turn green indicating the switch and router are ready for communication.
- repeat the same for the other two routers.
- click on the router to now establish a connection with the neighbouring router.
- enter the following commands for router 0 -
 - enable
 - config t
 - interface serial 2/0
 - ip address 20.0.0.10 255.0.0.0
 - no shut.
- click on router 1
 - enable
 - config t
 - interface serial 2/0
 - ip address 20.0.0.20 255.0.0.0
 - no shut
- the 2nd light between the two routers will

turn green indicating they are ready for communication.

- Testing Router 0 about network 30, 40 & 50
- Click on Router 0, open CLI
 - enable
 - config t
 - interface serial 2/0
 - ip route 0.0.0.0 0.0.0.0 20.0.0.20
 - no shut
 - exit
 - show ip route

it will show that networks 30, 40 & 50 are connected via gateway 20.0.0.20.

- Testing Router 1 of network 10 & 40
 - enable
 - config t
 - interface serial 2/0
 - ip route 0.0.0.0 0.0.0.0 20.0.0.10
 - exit
 - interface serial 3/0
 - ip route 0.0.0.0 0.0.0.0 30.0.0.20
 - exit
 - show ip route

- Testing Router 2 of network 10, 20 & 50
 - enable
 - config t
 - interface serial 2/0
 - ip route 0.0.0.0 0.0.0.0 30.0.0.10
 - exit
 - show ip route

Simulation mode - Add a simple PDU by selecting the PCs and click on the auto capture from right panel.

Real time mode - Select the PC P0 and go to its command prompt and ping 50.0.0.1 in network 50.

At first it will show request timed out as 1 packet will be lost during transmission.

But on executing the command once more, the PC will now have learnt the network and the message will be successfully sent to the PC in network 50 without any loss.

Finally ping a PC in network 40 and repeat the same. We will observe that the message will be sent successfully.

Result:

PC > Ping 50.0.0.1

Pinging 50.0.0.1 with 32 bytes of data:

Request timed out.

Reply from 50.0.0.1: bytes = 32 time = 14ms TTL = 126

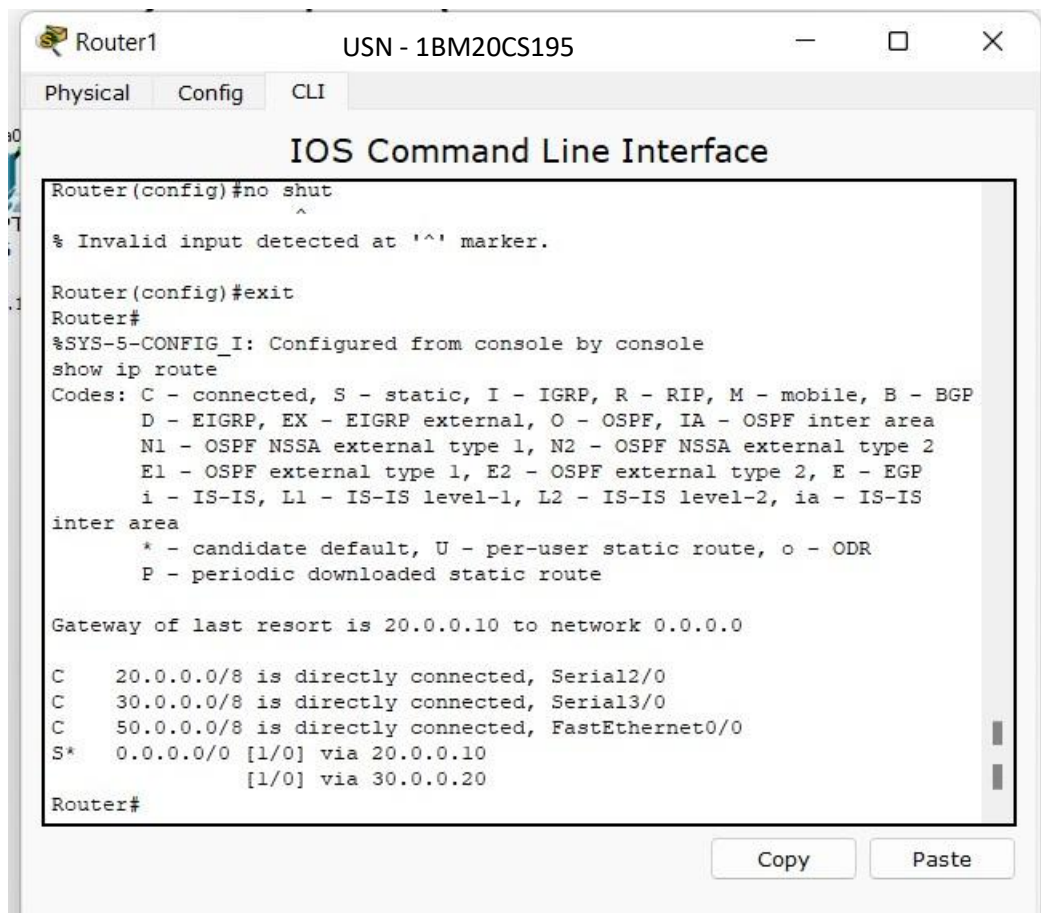
Reply from 50.0.0.1: bytes = 32 time = 12ms TTL = 124

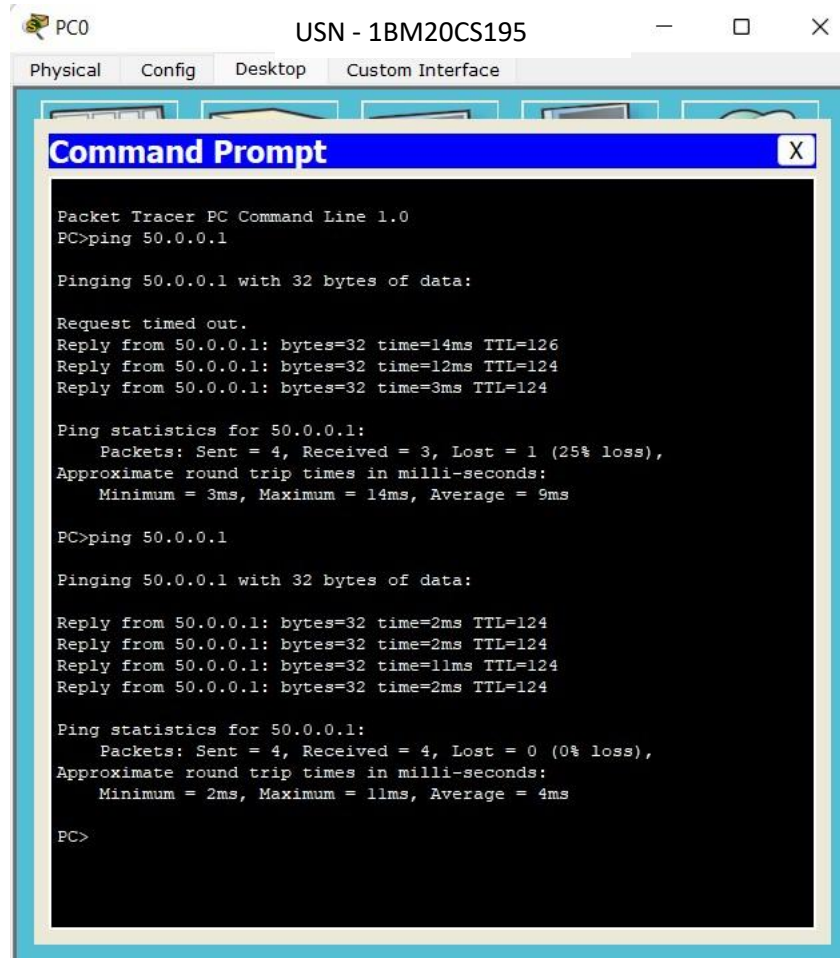
Reply from 50.0.0.1: bytes = 32 time = 3ms TTL = 124

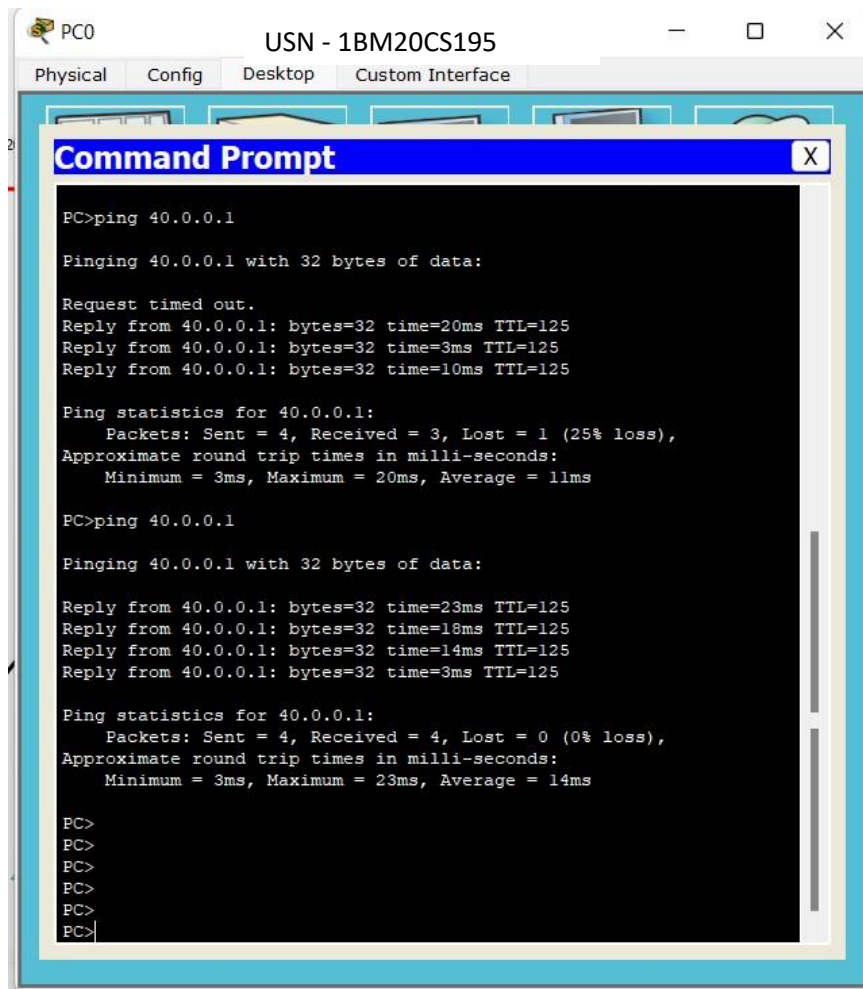
Ping statistics for 50.0.0.1:

Packets: sent = 4, received = 3, lost = 1 (25% loss)

Snapshot of Output :



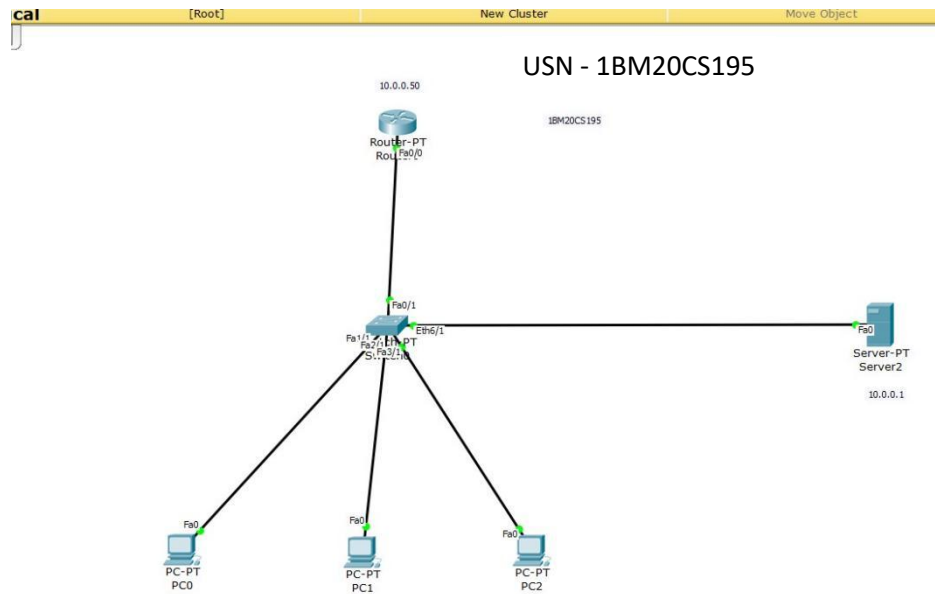




EXPERIMENT - 4

Aim : Configuring DHCP within a LAN in a packet Tracer

Topology :



Procedure :

- Procedure :-
- * Place a generic router, a generic switch, a server and 2 PCs in the work space as shown in topology.
 - * Connect the PC to the switch using copper straight through.
 - * Connect the server to the switch and the switch to the router using copper straight through.
 - * Place a note below the server and keep the IP address as 10.0.0.1.
 - * Configure the IP address of the server as 10.0.0.1.
 - * But make the gateway of server as 10.0.0.50.
 - * Open CLI of router and enter following commands to establish connection between them.
 - enable
 - config
 - interface fastethernet 0/0
 - ip address 10.0.0.50 255.0.0.0
 - no shut.
 - * The light will turn green for router and will turn amber for switch.
 - * After some time the amber color changes to green.
 - * Click on the server →
 - open the services tab.
 - Click on DHCP
 - turn the switch on.
 - set default gateway as 10.0.0.50
 - DNS server = 10.0.0.1 (IP address).
 - TFTP server = 10.0.0.1 (IP address of server).
 - start IP address → 10.0.0.2
 - click on save.

- * Click on each PC and go to desktop tab
- * click on IP configuration
- * click DHCP
- * if no error it will show successful
- * repeat for other two PCs as well.

Simulation mode - Add a simple PDU by selecting the PC and click on auto option from right panel.

Real time mode - select the PC P10 and go to its command prompt and ping PC1 once the message has been successfully sent repeat this with PC2.

Results :-

PC > ping 10.0.0.3
pinging 10.0.0.3 with 32 bytes of data:

Reply from 10.0.0.3: bytes = 32 time = 0ms TTL = 128
Reply from 10.0.0.3: bytes = 32 time = 0ms TTL = 128
Reply from 10.0.0.3: bytes = 32 time = 1ms TTL = 128
Reply from 10.0.0.3: bytes = 32 time = 3ms TTL = 128

ping statistics for 10.0.0.3:

packets: sent = 4, received = 4, lost = 0 (0% loss)

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

classmate
Date _____
Page _____

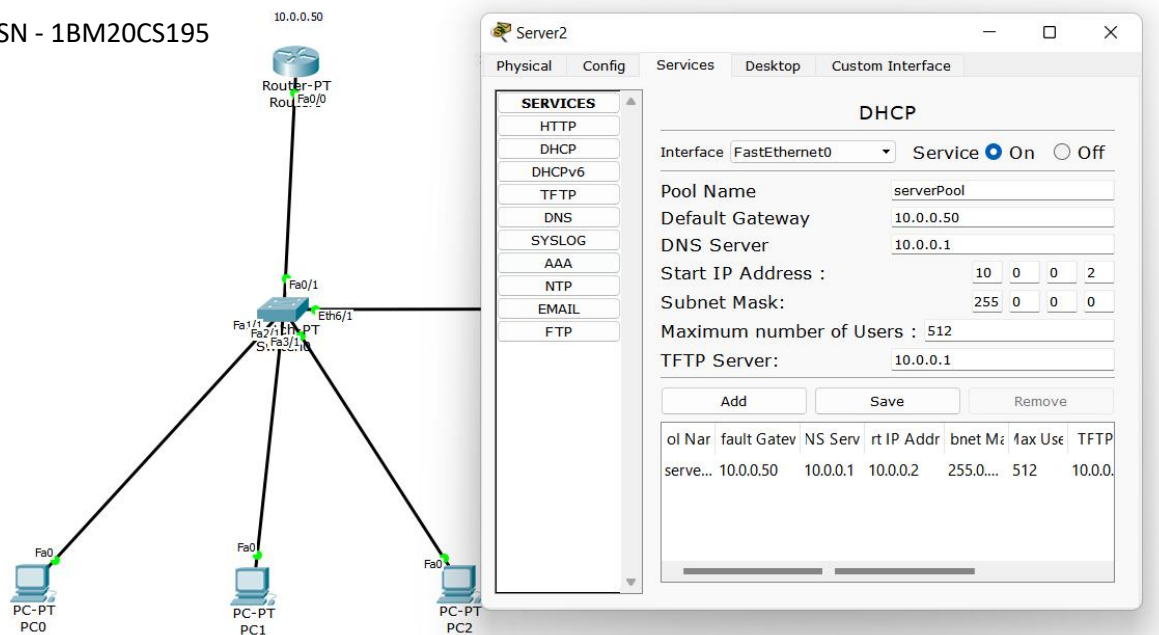
Reply from 10.0.0.4: bytes = 32 time = 1ms TTL=128
 Reply from 10.0.0.4: bytes = 32 time = 1ms TTL=128

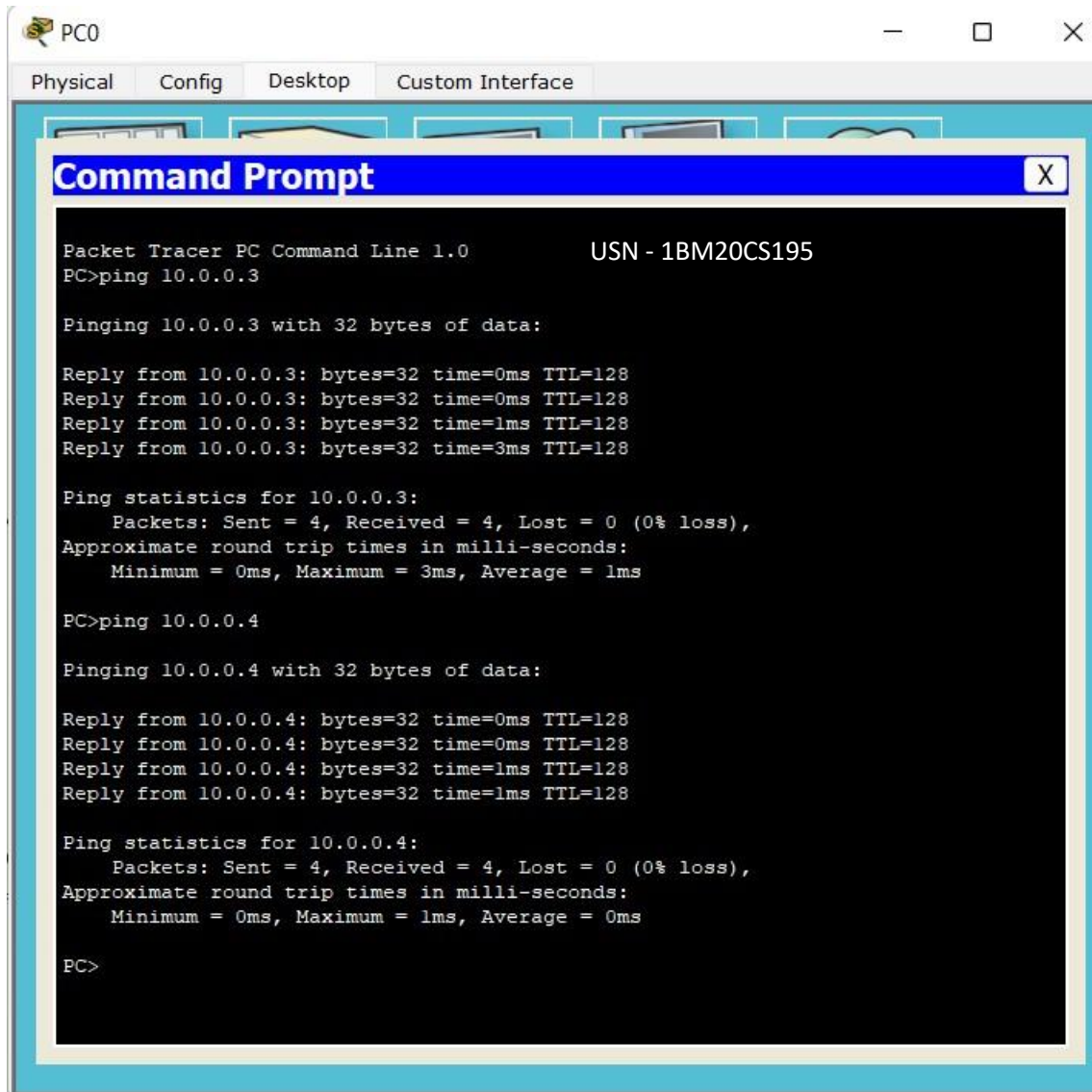
Ping statistics for 10.0.0.4:
 packets: sent = 4, received = 4, lost = 0 (0% loss)

Learnings: The server automatically sets the IP address and subnet, and gateway to all the PCs and IP address is allocated serially in DHCP protocol.

Snapshot of Output :

USN - 1BM20CS195

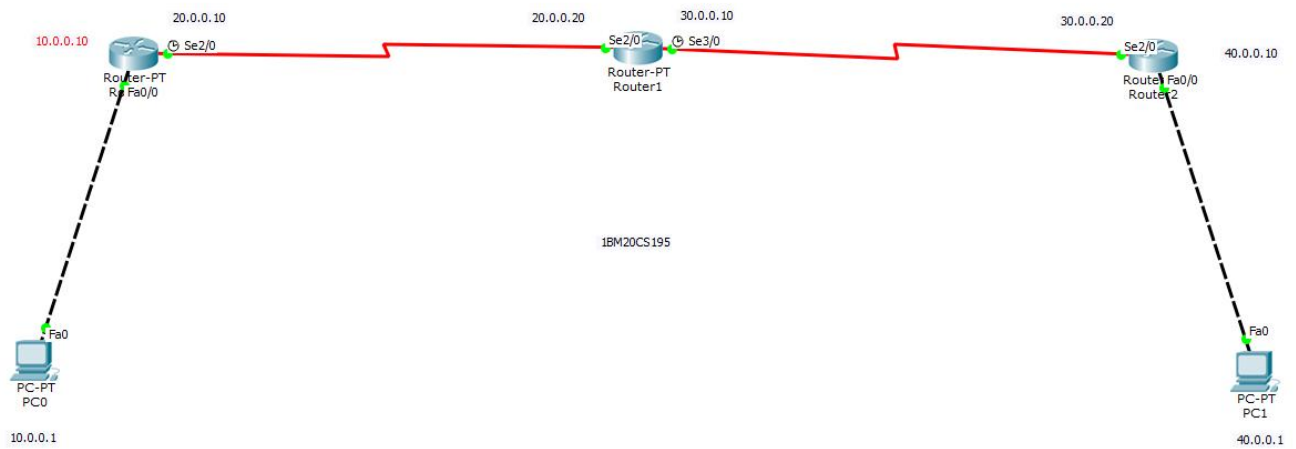




EXPERIMENT - 5

Aim : Configuring RIP Routing Protocol in Routers

Topology :



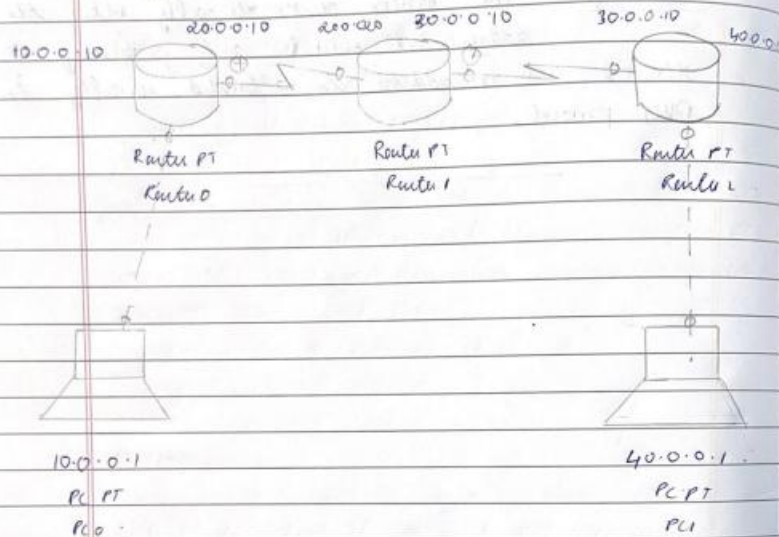
Procedure :

5/12/22

Experiment - 5 Title: Routing information protocol

Aim: Configuring RIP routing protocol.

Topology:



procedure: * place 3 generic routers and 2 generic PCs

- * Connect the router and PC using upper cross over
- * Connect the routers using serial DCE with clock symbol.
- * Place notes near the PCs and routers
- * Set the IP address of PC0 and PC1 as well as their subnet mask and default gateway.
- * go to the CLI of router 0 and enter the following commands:
 - enable
 - config t

- interface fastEthernet 0/0
- ip address 10.0.0.10 255.0.0.0
- no shut.

* The connection should turn green.

* Repeat for PC1 and server 2.

* Open CLI of router 0:-

- enable
- config t
- interface serial 1/0
- ip address 20.0.0.10 255.0.0.0
- encapsulation ppp
- clock rate 64000
- no shut.

* Open CLI of router 1:-

- enable
- config t
- interface serial 2/0
- ip address 20.0.0.20 255.0.0.0
- encapsulation ppp
- no shut.

The connection will turn green.

- exit
- show ip route

* Open CLI of router 1:-

- enable
- config t
- interface serial 1/0
- ip address 30.0.0.10 255.0.0.0
- encapsulation ppp

→ clock rate 64000
 → no shut
 → end

* open CLI of Router 2
 → enable
 → config
 → interface serial 2/0
 → ip address 30.0.0.10 255.0.0.0
 → encapsulation rpp
 → no shut

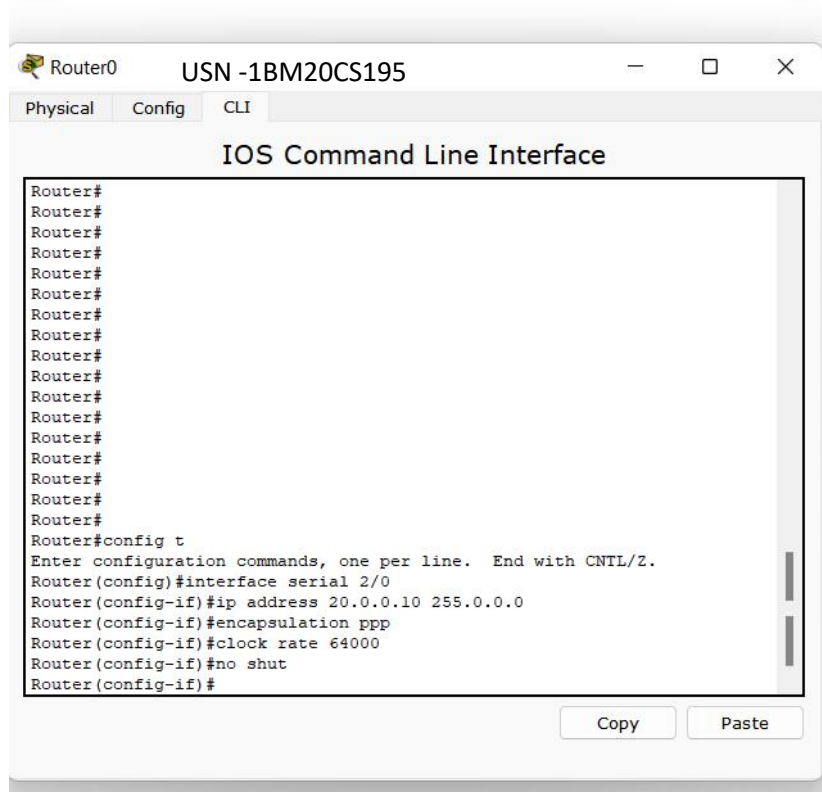
* open CLI of router 0
 → end
 config # router 0
 config-router # network 10.0.0.0
 config-router # network 20.0.0.0
 config-router # exit
 → show ip route

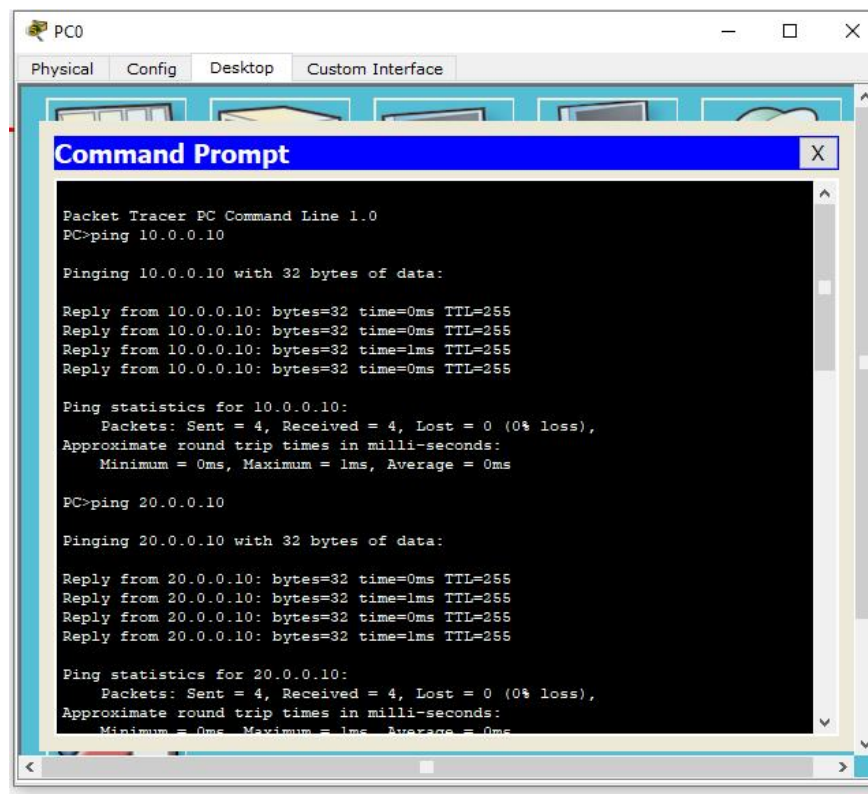
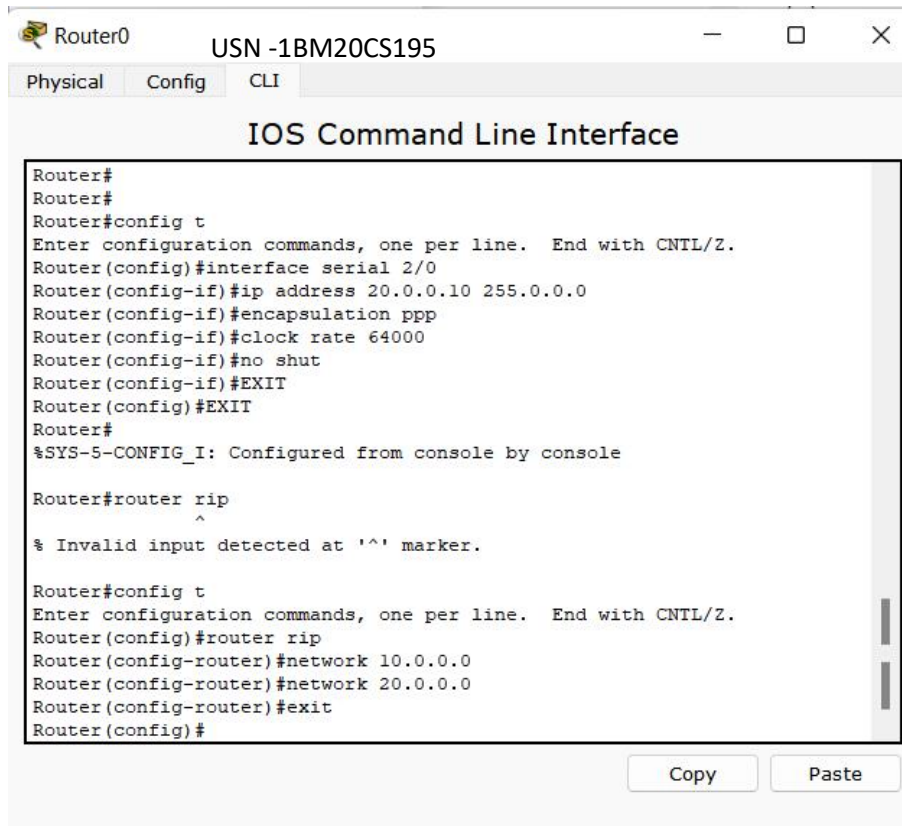
* Similarly repeat for router 1 and router 2
 with networks 20,30 & 30,40.

Simulation mode: Add a simple PC by selecting
 the PC and click on auto-
 capture from right panel.

Real time mode: select PC go to its command
 prompt and select the destination
 address - [ping 10.0.0.10]
 after this select 20.0.0.10, 30.0.0.10, 40.0.0.10
 as destination address.
 Finally ping PC 2 by using its IP address as

Snapshot of Output :





The screenshot shows a PC0 desktop environment with a Command Prompt window open. The window has a blue title bar and a black background. The text inside the window shows the results of two ping commands. The first command is 'ping 30.0.0.10', which shows four successful replies with varying times (9ms, 11ms, 6ms, 6ms) and a TTL of 254. The second command is 'ping 40.0.0.10', which also shows four successful replies with varying times (2ms, 19ms, 2ms, 8ms) and a TTL of 253. The desktop background is a light blue color with a grid of icons.

```
PC0
Physical Config Desktop Custom Interface

Command Prompt

PC>ping 30.0.0.10

Pinging 30.0.0.10 with 32 bytes of data:

Reply from 30.0.0.10: bytes=32 time=9ms TTL=254
Reply from 30.0.0.10: bytes=32 time=11ms TTL=254
Reply from 30.0.0.10: bytes=32 time=6ms TTL=254
Reply from 30.0.0.10: bytes=32 time=6ms TTL=254

Ping statistics for 30.0.0.10:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 6ms, Maximum = 11ms, Average = 8ms

PC>ping 40.0.0.10

Pinging 40.0.0.10 with 32 bytes of data:

Reply from 40.0.0.10: bytes=32 time=2ms TTL=253
Reply from 40.0.0.10: bytes=32 time=19ms TTL=253
Reply from 40.0.0.10: bytes=32 time=2ms TTL=253
Reply from 40.0.0.10: bytes=32 time=8ms TTL=253

Ping statistics for 40.0.0.10:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 2ms, Maximum = 19ms, Average = 7ms

PC>ping 40.0.0.1
```

The screenshot shows a PC0 desktop environment with a Command Prompt window open. The window has a blue title bar and a black background. The text inside the window shows the results of two ping commands. The first command is 'ping 40.0.0.1', which shows a 'Request timed out' message followed by three successful replies with times (16ms, 18ms, 13ms) and a TTL of 125. The second command is 'ping 40.0.0.1', which shows four successful replies with times (2ms, 2ms, 12ms, 19ms) and a TTL of 125. The desktop background is a light blue color with a grid of icons.

```
PC0
Physical Config Desktop Custom Interface

Command Prompt

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=16ms TTL=125
Reply from 40.0.0.1: bytes=32 time=18ms TTL=125
Reply from 40.0.0.1: bytes=32 time=13ms 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 = 13ms, Maximum = 18ms, Average = 15ms

PC>ping 40.0.0.1

Pinging 40.0.0.1 with 32 bytes of data:

Reply from 40.0.0.1: bytes=32 time=2ms TTL=125
Reply from 40.0.0.1: bytes=32 time=2ms TTL=125
Reply from 40.0.0.1: bytes=32 time=12ms TTL=125
Reply from 40.0.0.1: bytes=32 time=19ms TTL=125

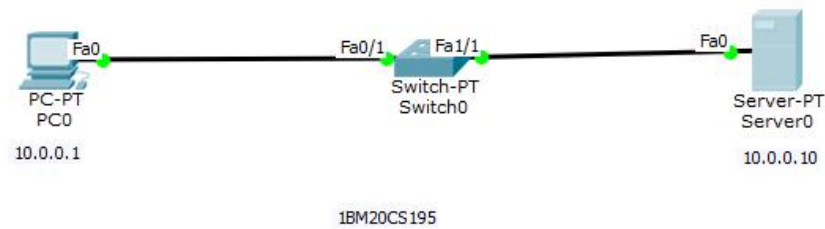
Ping statistics for 40.0.0.1:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 2ms, Maximum = 19ms, Average = 8ms

PC>
```

EXPERIMENT - 6

Aim : Demonstration of WEB server and DNS using Packet Tracer

Topology :



Procedure :

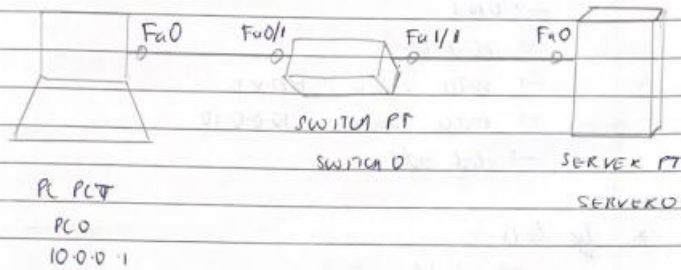
12/12/24

Experiment - 6

Title: Domain Name Service

Aim: Demonstration of web server and DNS using Packet tracer.

Topology:



procedure: * place a PC a switch and a server in the workspace.

- * place notes for IP address of PC (10.0.0.1) and server (10.0.0.10)
- * connect the PC to switch and switch to server using copper ~~cross~~ straight through.
- * set IP address and subnet mask of PC and server
- * click on PC
 - go to desktop
 - click on web browser
 - in URL enter the IP address 10.0.0.10

- * click on server
 - services
 - HTTP
 - in index.html → click edit
 - make the two changes in the text
 - click save → for overwrite

- * go to PC
 - click on desktop
 - subbrowser
 - url → 10.0.0.10 enter
 - will display the change made to index.html

- * click on server
 - DNS
 - click on
 - enter name: browser
 - enter address: 10.0.0.10
 - click add

- * go to PC
 - desktop
 - subbrowser
 - url → browser
 - will display index.html page

- * click on server
 - HTTP
 - new file (bottom right corner).
 - cr.html

```

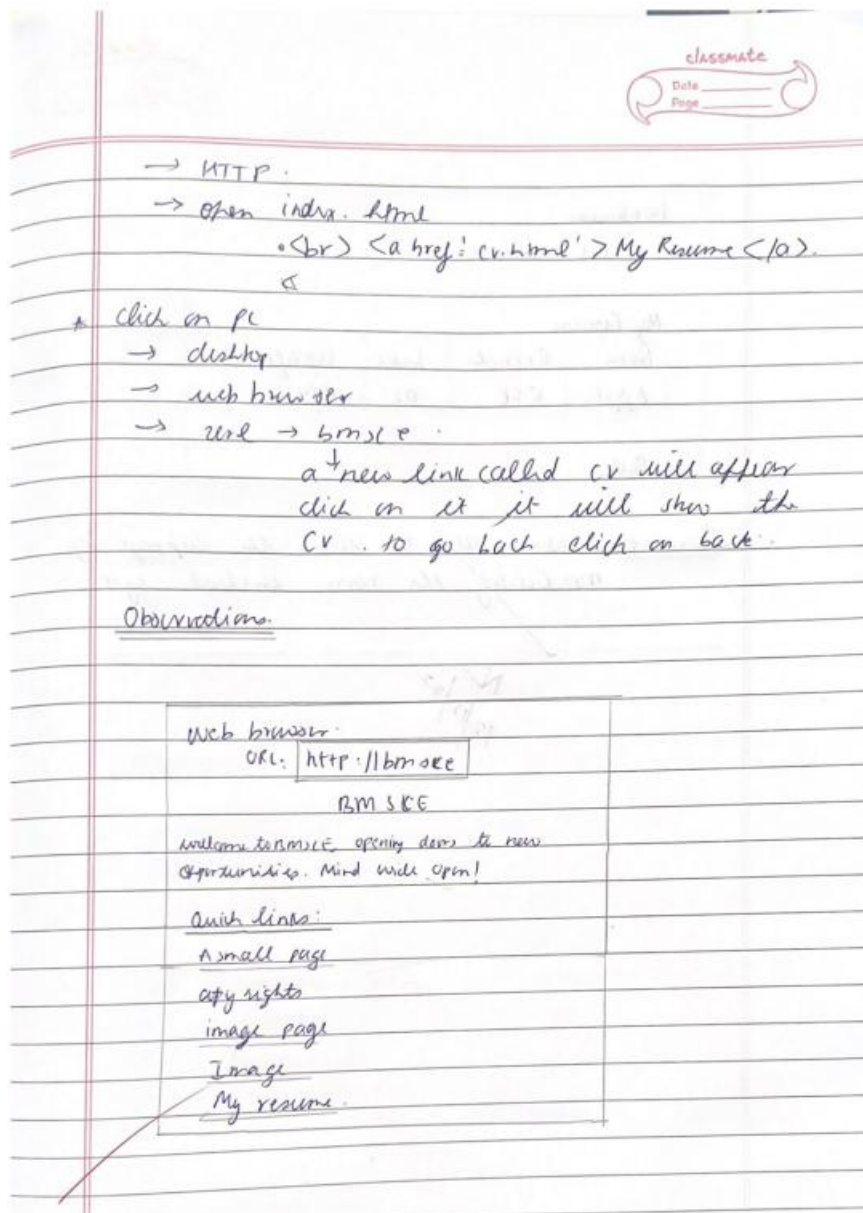
• Home
  MyResume
  <html>
  <tr><th> Name </th>
  <th> Branch </th></tr>
  <tr><td> Afifah </td>
  <td> RSE </td>
  </tr>
  </table>

```

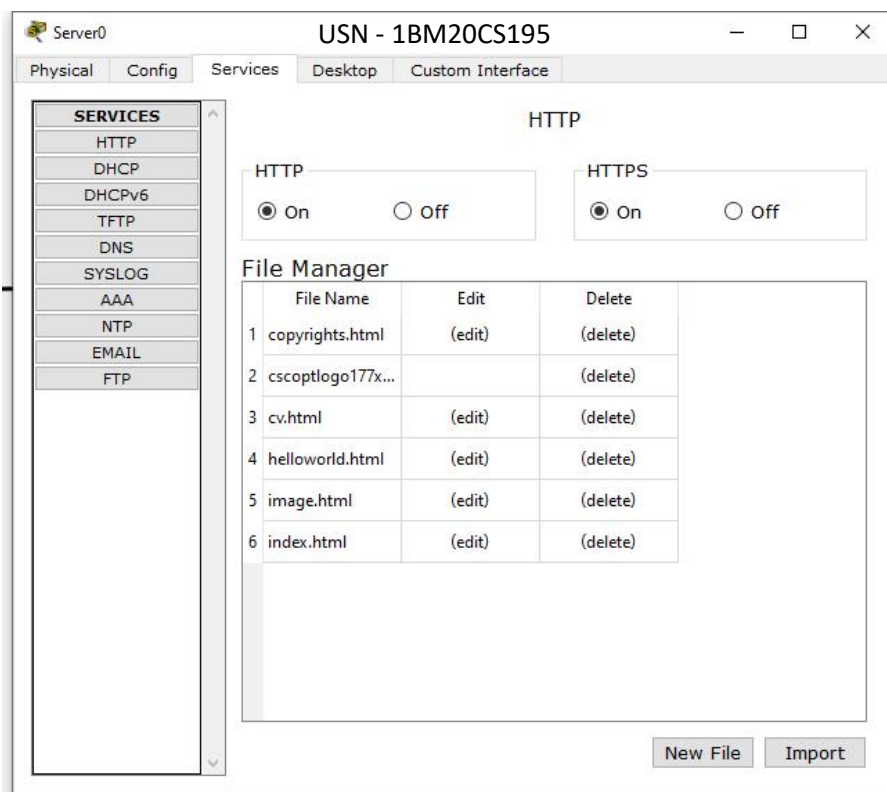
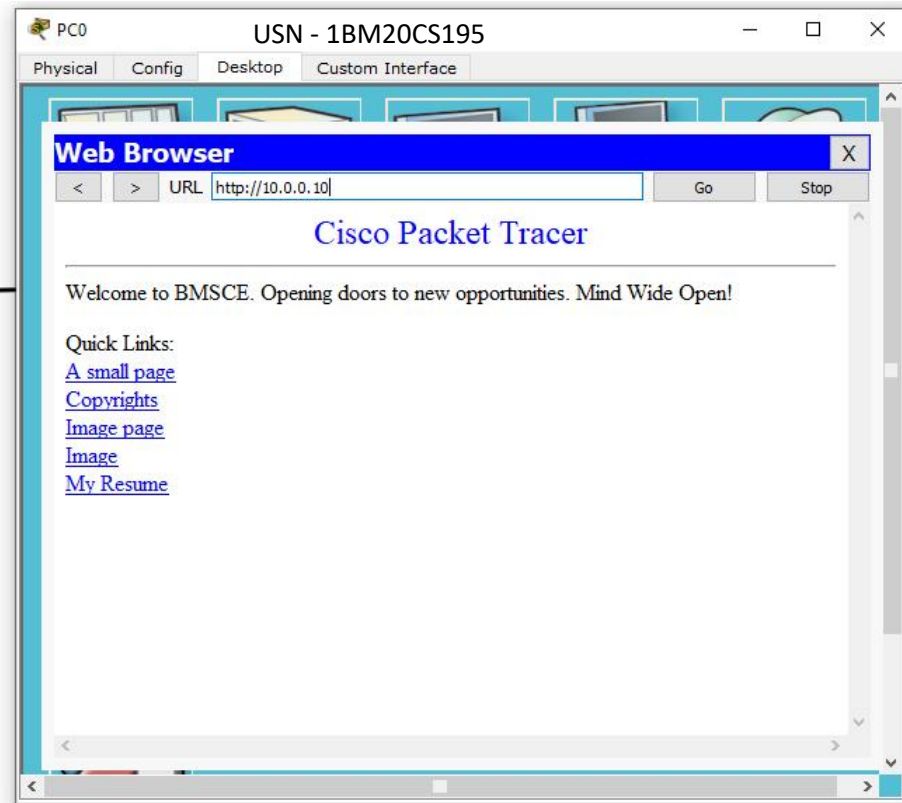
```

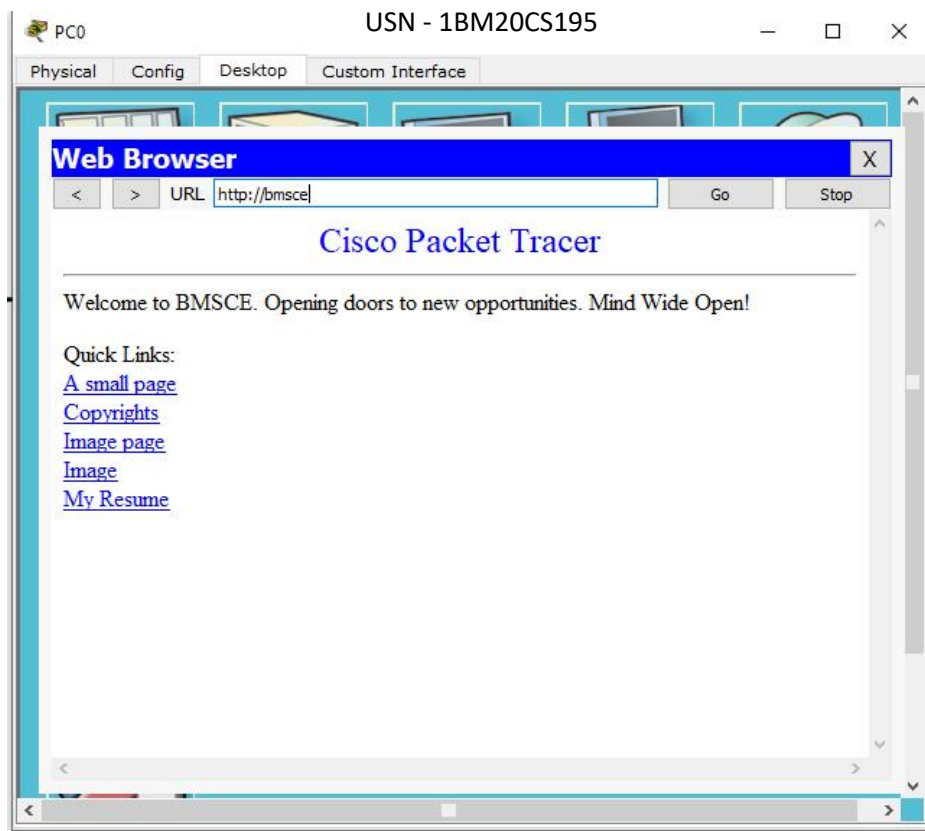
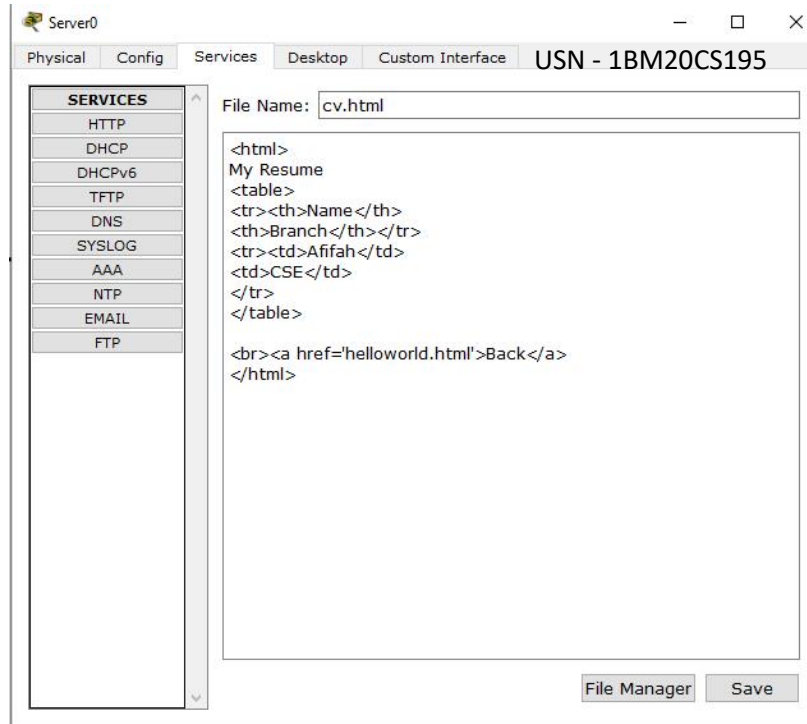
<br><a href = 'index.html'><Back></a>
</html>

```

Snapshot of Output :





EXPERIMENT - 7

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

Code :

```
#include<stdio.h>
#include<string.h>
#define N strlen(gen_poly)
char data[30];
char check_value[30];
char gen_poly[10];
int data_length,i,j;
void XOR(){
    for(j = 1;j < N; j++)
        check_value[j] = (( check_value[j] == gen_poly[j])?'0':'1');
}

void crc(){
    for(i=0;i<N;i++)
        check_value[i]=data[i];
    do{
        if(check_value[0]=='1')
            XOR();

        for(j=0;j<N-1;j++)
            check_value[j]=check_value[j+1];

        check_value[j]=data[i++];
    }
```

```

    }while(i<=data_length+N-1);
}

void receiver(){
    printf("Enter the data received at receiver site: ");
    scanf("%s", data);
    printf("Data received: %s", data);
    crc();
    for(i=0;(i<N-1) && (check_value[i]!='1');i++);
    if(i<N-1){
        printf("\nCRC at receiver site is: %s",check_value);
        printf("\nError detected!\n\n");
    }

    else{
        printf("\nCRC at receiver site is: %s",check_value);
        printf("\nNo error detected\n\n");
    }
}

int main(){
    printf("\nEnter data to be transmitted: ");
    scanf("%s",data);
    printf("\nEnter the Generating polynomial: ");
    scanf("%s",gen_poly);

    data_length=strlen(data);

    for(i=data_length;i<data_length+N-1;i++)
        data[i]='0';

```

```

printf("\nPadded Data: %s",data);

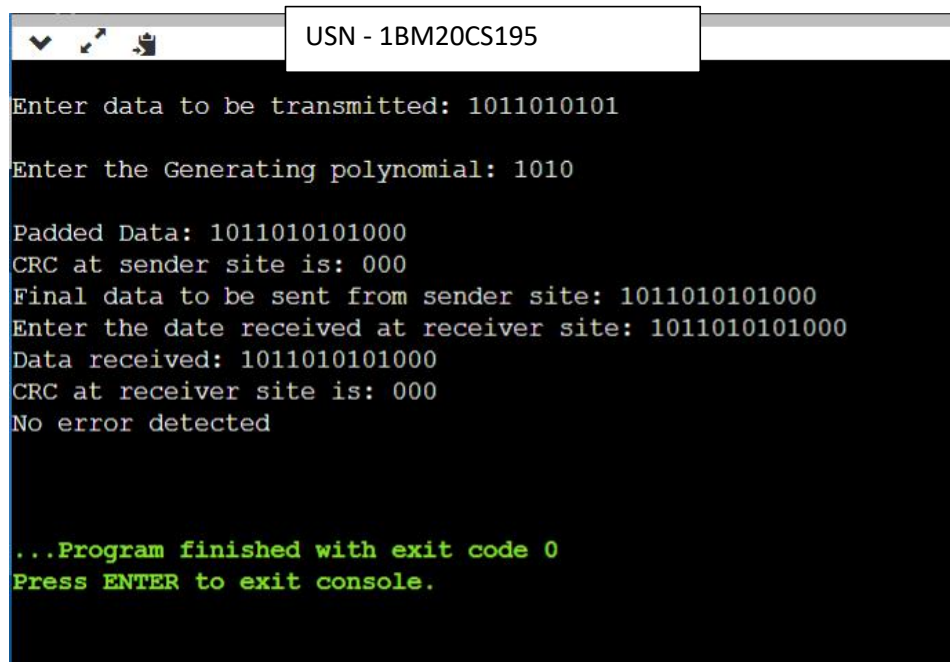
crc();

printf("\nCRC at sender site is: %s",check_value);

for(i=data_length;i<data_length+N-1;i++)
    data[i]=check_value[i-data_length];
printf("\nFinal data to be sent from sender site: %s\n",data);
receiver();
return 0;
}

```

Output :



```

USN - 1BM20CS195

Enter data to be transmitted: 1011010101

Enter the Generating polynomial: 1010

Padded Data: 1011010101000
CRC at sender site is: 000
Final data to be sent from sender site: 1011010101000
Enter the date received at receiver site: 1011010101000
Data received: 1011010101000
CRC at receiver site is: 000
No error detected

...Program finished with exit code 0
Press ENTER to exit console.

```

EXPERIMENT - 8

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

Code :

```
#include<stdio.h>

struct node
{
    unsigned dist[20];
    unsigned from[20];
}rt[10];

int main()
{
    int costmat[20][20];
    int nodes,i,j,k,count=0;
    printf("\nEnter the number of nodes : ");
    scanf("%d",&nodes);
    printf("\nEnter the cost matrix :\n");
    for(i=0;i<nodes;i++)
    {
        for(j=0;j<nodes;j++)
        {
            scanf("%d",&costmat[i][j]);
            costmat[i][i]=0;
            rt[i].dist[j]=costmat[i][j];
            rt[i].from[j]=j;
        }
    }
```

```

}
do
{
    count=0;
    for(i=0;i<nodes;i++)

        for(j=0;j<nodes;j++)
            for(k=0;k<nodes;k++)
                if(rt[i].dist[j]>costmat[i][k]+rt[k].dist[j])
                {
                    rt[i].dist[j]=rt[i].dist[k]+rt[k].dist[j];
                    rt[i].from[j]=k;
                    count++;
                }
    }while(count!=0);
    for(i=0;i<nodes;i++)
    {
        printf("\n\n For router %d\n",i+1);
        for(j=0;j<nodes;j++)
        {
            printf("\t\nnode %d via %d Distance %d ",j+1,rt[i].from[j]+1,rt[i].dist[j]);
        }
    }
    printf("\n\n");
}

```


Output :

```
Enter the number of nodes : 3

Enter the cost matrix :
0 2 7
2 0 1
7 1 0

For router 1
node 1 via 1 Distance 0
node 2 via 2 Distance 2
node 3 via 2 Distance 3

For router 2
node 1 via 1 Distance 2
node 2 via 2 Distance 0
node 3 via 3 Distance 1

For router 3
node 1 via 2 Distance 3
node 2 via 2 Distance 1
node 3 via 3 Distance 0
```

USN - 1BM20CS195

EXPERIMENT - 9

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

Code :

```
#include<stdio.h>
#include<conio.h>
int c[10][10],n,src;
void dijkistra();
int main()
{
    printf("\nEnter the number of vertices\n");
    scanf("%d",&n);
    printf("\nEnter the cost matrix \n");
    for(int i=1;i<=n;i++)
    {
        for(int j=1;j<=n;j++)
        {
            scanf("%d",&c[i][j]);
        }
    }
    printf("\nEnter the source vertex\n");
    scanf("%d",&src);
    dijkistra();
    return 1;
}

void dijkistra()
{

```

```

int dist[10],vis[10],j,count,min,u;
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("\n shortest distance is \n");
for(j=1;j<=n;j++)
{
    printf("\n%d -----> %d = %d \n ",src,j,dist[j]);
}
}

```

Output :

Output

Usn - 1BM20CS195

```
/tmp/7CGVGyucZ1.o
enter the number 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 vertex
1
shortest distance is

1 -----> 1 = 0

1 -----> 2 = 3

1 -----> 3 = 7

1 -----> 4 = 5

1 -----> 5 = 9
|
```

EXPERIMENT - 10

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

Code :

```
#include <stdio.h>

int main() {
    int packet=0, bsize=0, rate=0;
    int capacity=0;
    char ans='y';

    printf("enter the bucket capacity: ");
    scanf("%d", &capacity);
    printf("enter the leaking rate: ");
    scanf("%d", &rate);
    while(ans=='y')
    {
        printf("\nenter the packet size: ");
        scanf("%d", &packet);

        if((bsize+packet) > capacity)
        {
            printf("\nbuffer full at the moment ");
        }

        else if((bsize+packet) <= capacity)
        {
            bsize+=packet;
        }
    }
}
```

```

    }
    bsize-=rate;

    printf("\nremaining bucket capacity is %d",bsize);
    printf("\ndo you wish to keep adding packets? y/n: ");
    scanf("%s",&ans);

}

return 0;
}

```

Output :

Output	USN : 1BM20CS195
/tmp/ML8IKt2j4J.o	
enter the bucket size : 70	
enter the leaking rate : 2	
enter the packet size : 20	
remaining bucket capacity is 18	
do you wish to keep adding packets? y/n : y	
enter the packet size : 20	
remaining bucket capacity is 36	
do you wish to keep adding packets? y/n : y	
enter the packet size : 20	
remaining bucket capacity is 54	
do you wish to keep adding packets? y/n : y	
2enter the packet size : 0	
remaining bucket capacity is 52	
do you wish to keep adding packets? y/n : y	
enter the packet size : 18	
remaining bucket capacity is 68	
do you wish to keep adding packets? y/n : y	
enter the packet size : 4	
buffer full at the moment remaining bucket capacity is 66	
do you wish to keep adding packets? y/n : n	

EXPERIMENT - 11

Program : 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 :

client.py

```
from socket import *
serverName='DESKTOP-9CJQB77'
serverPort=12530
clientSocket=socket(AF_INET,SOCK_STREAM)
clientSocket.connect((serverName,serverPort))
sentence=input("Enter file name")
clientSocket.send(sentence.encode())
filecontents=clientSocket.recv(1024).decode()
print('From Server:',filecontents)
clientSocket.close()
```

server.py

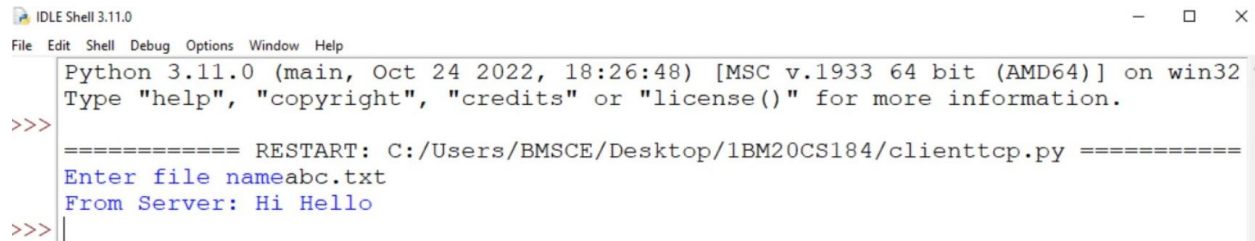
```
from socket import *
serverName='DESKTOP-9CJQB77'
serverPort=12530
serverSocket=socket(AF_INET,SOCK_STREAM)
serverSocket.bind((serverName,serverPort))
serverSocket.listen(1)
print("The server is ready to receive")
```

```

while(1):
    connectionSocket,addr=serverSocket.accept()
    sentence=connectionSocket.recv(1024).decode()
    file=open(sentence,"r")
    l=file.read(1024)
    connectionSocket.send(l.encode())
    file.close()
    connectionSocket.close()

```

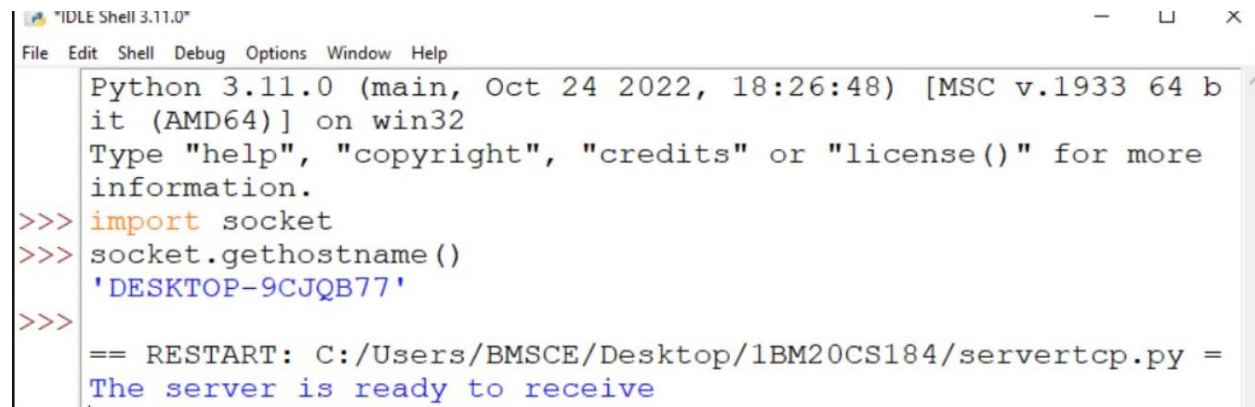
Output :



```

IDLE Shell 3.11.0
File Edit Shell Debug Options Window Help
Python 3.11.0 (main, Oct 24 2022, 18:26:48) [MSC v.1933 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
===== RESTART: C:/Users/BMSCE/Desktop/1BM20CS184/clientttcp.py =====
Enter file nameabc.txt
From Server: Hi Hello
>>>

```



```

IDLE Shell 3.11.0
File Edit Shell Debug Options Window Help
Python 3.11.0 (main, Oct 24 2022, 18:26:48) [MSC v.1933 64 b
it (AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more
information.
>>> import socket
>>> socket.gethostname()
'DESKTOP-9CJQB77'
>>>
== RESTART: C:/Users/BMSCE/Desktop/1BM20CS184/servertcp.py =
The server is ready to receive

```

1

EXPERIMENT - 12

Program : 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 :

clientudp.py

```
from socket import *

serverName = "127.0.0.1"
serverPort = 12000
clientSocket = socket(AF_INET, SOCK_DGRAM)
sentence = input("\nEnter file name: ")
clientSocket.sendto(bytes(sentence,"utf-8"),(serverName, serverPort))
filecontents,serverAddress = clientSocket.recvfrom(2048)
print ("\nReply from Server:\n")
print (filecontents.decode("utf-8"))
# for i in filecontents:
# print(str(i), end = ")
clientSocket.close()
clientSocket.close()
```

serverudp.py

```
from socket import *

serverPort = 12000
```

```
serverSocket = socket(AF_INET, SOCK_DGRAM)
serverSocket.bind(("127.0.0.1", serverPort))
print ("The server is ready to receive")
while 1:
    sentence, clientAddress = serverSocket.recvfrom(2048)
    sentence = sentence.decode("utf-8")
    file=open(sentence,"r")
    l=file.read(2048)

    serverSocket.sendto(bytes(l,"utf-8"),clientAddress)
    print ('\nSent contents of', end = ' ')
    print (sentence)
    # for i in sentence:
    # print (str(i), end = "")
    file.close()
```

Output :

```
*IDLE Shell 3.11.1*
File Edit Shell Debug Options Window Help
Python 3.11.1 (tags/v3.11.1:a7a450f, Dec 6 2022, 19:58:39) [MSC v.1934 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
==== RESTART: C:/Users/HP/AppData/Local/Programs/Python/Python311/server.py ====
The server is ready to receive

Sent contents of hello.txt
```

```
IDLE Shell 3.11.1
File Edit Shell Debug Options Window Help
Python 3.11.1 (tags/v3.11.1:a7a450f, Dec 6 2022, 19:58:39) [MSC v.1934 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
==== RESTART: C:/Users/HP/AppData/Local/Programs/Python/Python311/client.py ====

Enter file name: hello.txt

Reply from Server:

Hello world
>>>
```