

ISE CERTIFICATION COURSE DETAILS

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COURSE NAME:	NETWORKS CONCEPT AND PROGRAM	DATE:	23/05/2020

SCREENSHOT:

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Network Programming from Scratch in C
vm@vm:~$ ifconfig
eth0:
Link encap:Ethernet HWaddr 08:00:27:08:3c:b8
inet addr:10.0.2.15 Bcast:10.0.2.255 Mask:255.255.255.0
inet6 addr: fe80::a00:27ff:fe08:3cb8/64 ScopeLink
UP BROADCAST RUNNING MULTICAST MTU:1500 Metric:1
RX packets:107 errors:0 dropped:0 overruns:0 frame:0
TX packets:655 errors:0 dropped:0 overruns:0 carrier:0
collisions:0 txqueuelen:1000
RX bytes:30936 (30.9 KB) TX bytes:91636 (91.6 KB)

eth1:
Link encap:Ethernet HWaddr 08:00:27:ce:90:78
inet addr:192.168.56.100 Bcast:192.168.56.255 Mask:255.255.255.0
inet6 addr: fe80::a00:27ff:fece:9078/64 ScopeLink
UP BROADCAST RUNNING MULTICAST MTU:1500 Metric:1
RX packets:50764 errors:0 dropped:0 overruns:0 frame:0
TX packets:49348 errors:0 dropped:0 overruns:0 carrier:0
collisions:0 txqueuelen:1000
RX bytes:34231761 (34.2 MB) TX bytes:46846360 (46.8 MB)

eth2:
Link encap:Ethernet HWaddr 08:00:27:3e:97:62
inet addr:192.168.4.2 Bcast:192.168.4.255 Mask:255.255.255.0
inet6 addr: fe80::a00:27ff:fe3e:9762/64 ScopeLink
UP BROADCAST RUNNING MULTICAST MTU:1500 Metric:1
RX packets:2457 errors:0 dropped:0 overruns:0 frame:0
TX packets:3589 errors:0 dropped:0 overruns:0 carrier:0
collisions:0 txqueuelen:1000
RX bytes:314922 (314.9 KB) TX bytes:336422 (336.4 KB)

lo:
Link encap:Local Loopback
inet addr:127.0.0.1 Mask:255.0.0.0
inet6 addr: ::1/128 ScopeHost
UP LOOPBACK RUNNING MTU:65536 Metric:1
RX packets:17808 errors:0 dropped:0 overruns:0 frame:0
TX packets:17808 errors:0 dropped:0 overruns:0 carrier:0
collisions:0 txqueuelen:0
RX bytes:5379593 (5.3 MB) TX bytes:5379593 (5.3 MB)

vm@vm:~$
[0$ bash 1$ routes.c 2-$ bash (3*$ bash) ][0.00 0.02 0.05][ 2018/05/22 01:45:11am ]
  
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BRIEF REPORT:

- 1). The world runs on code written in the C programming language, but most computer science programs only teach Java or Python as an introductory language. This book is for developers who already know how to program and want to quickly come up to speed on professional programming in C
- 2). This chapter explains how to connect your JAVA application to a network. You will learn how to read files from over the internet as well as have two or more programs communicate with one another over a network connection (wired or wireless). You will learn about Uniform Resource Locators as well as Client/Server communications using TCP and Datagram Sockets
- 3). Either way, there is an "expected" set of steps or responses involved during the initiation and conclusion of the conversation. If these steps are not followed, confusion occurs (like when you phone someone and they pick up the phone but do not say anything).