# **Computer Network Laboratory**

**CSN-361** 

## **Assignment 1**

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## **Problem Statement-**

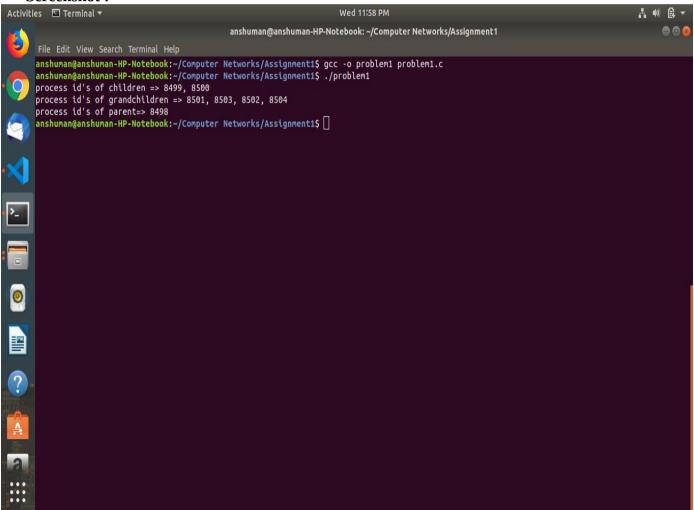
Question 1: Write a C program in the UNIX system that creates two children and four grandchildren (two for each child). The program should then print the process-IDs of the two children, four grandchildren and the parent in this order.

## Sol->

Algorithm used:- Brute Force

## Data structures used:

- 1. Array: To store the process ids'.
- 2. Shared memory: So that all processes can copy the process ids to one location in the memory.
- 3. pid\_t: C struct to store the process id.



## Question 2: Write a C++ program to print the MAC address of your computer

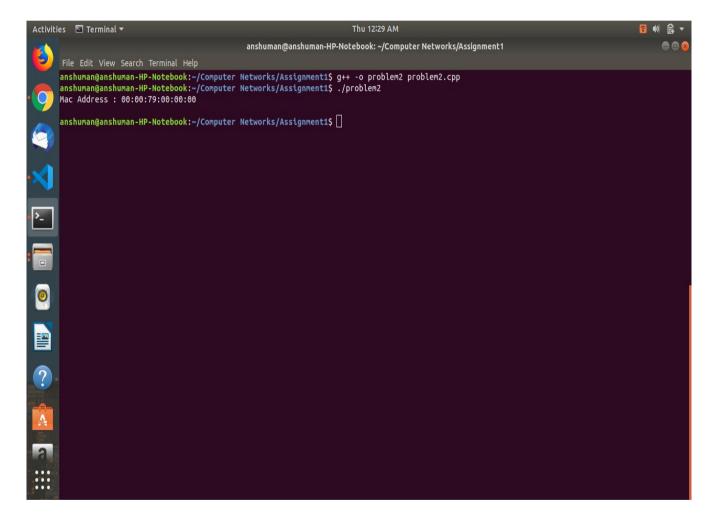
## Sol->

## Algorithms used:

- 1. ioctl: Input-Output Control Command. To make device-specific system calls.
- 2. socket: To create a socket for getting the address.

## **Data Structures used:**

- 1. ifreq: C++ struct to store the mac address.
- 2. SIOCGIFHWADDR: code to request the hardware address through the ioctl command.



## Question 3: Write a ping program in C.

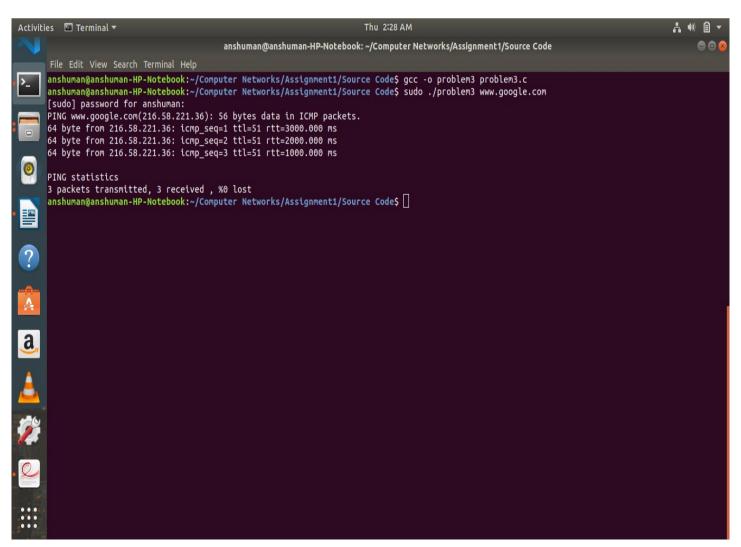
## Sol->

## Algorithms used:

- 1. gethostbyname: to get the IP address of the host.
- 2. inet\_addr: for proper conversion of the IP address returned.
- 3. socket: to create a socket of AF\_INET address family.
- 4. getpid: system call of the process id.
- 5. in cksum: code to calculate the checksum.
- 6. FD\_ZERO: clear an fdset.
- 7. FD\_SET: add a socket descriptor to the fdset.
- 8. select: select return values from different sockets without multithreading.
- 9. sendto: To send the data to the opened socket to the specified IP address.
- 10. recyfrom: To receive the data from the socket.
- 11. gettimeofday: To calculate the ping time.

#### Data Structures used:

- 1. hostent: It contains the information obtained from a name server To store the return value of gethostbyname().
- 2. sock\_addr\_in: to specify a transport address and port for the AF\_INET address family.
- 3. ip: IP header.
- 4. icmp: icmp header.
- 5. timeval: checking interval for the socket.



# Question 4 : Write a C program to find the host name and the IP address of your computer.

## Sol->

## Algorithms used:

- 1. gethostname: retrieves the host name
- 2. gethostbyname: returns details about a host if we give a hostname.
- 3. inet\_ntoa: returns the dots-and-numbers string format of the IP address.

### **Data Structures used:**

- 1. hostent: It contains the information obtained from a name server To store the return value of gethostbyname().
- 2. in addr: To store the internet address.

