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LAB REPORT

on

Computer Networks

Submitted by

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in partial fulfillment for the award of the degree of
BACHELOR OF ENGINEERING
in
COMPUTER SCIENCE AND ENGINEERING



B.M.S. COLLEGE OF ENGINEERING

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**B. M. S. College of Engineering,
Bull Temple Road, Bangalore 560019**
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Department of Computer Science and Engineering



CERTIFICATE

This is to certify that the Lab work entitled “Computer Networks Lab” carried out by **Arvind Ashok (1BM21CS032)**, who is a 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 2023. The Lab report has been approved as it satisfies the academic requirements in respect of a **Computer Networks - (22CS4PCCON)** work prescribed for the said degree.

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Experiment No

Cycle-1

Question

Aim of the program

Topology

Procedure

Snapshot of topology and Output

Observation (Image from Observation Notebook)

Cycle-2

Question

Program (Image from Observation Notebook)

Program (soft copy)

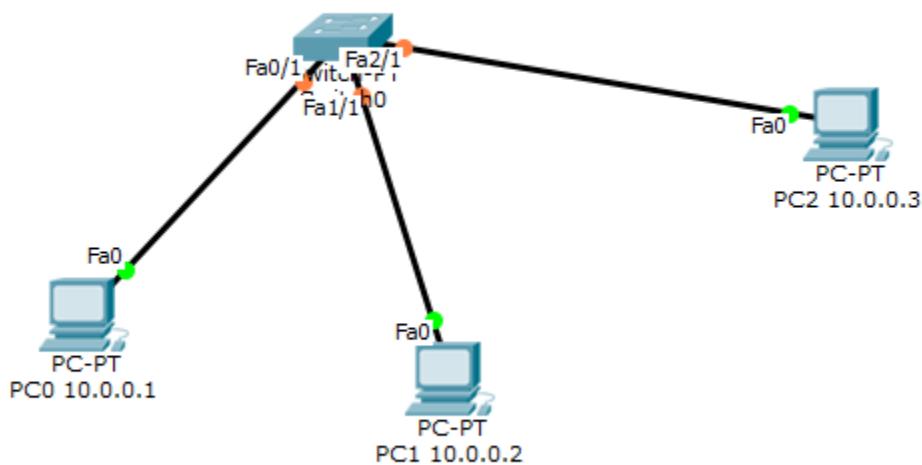
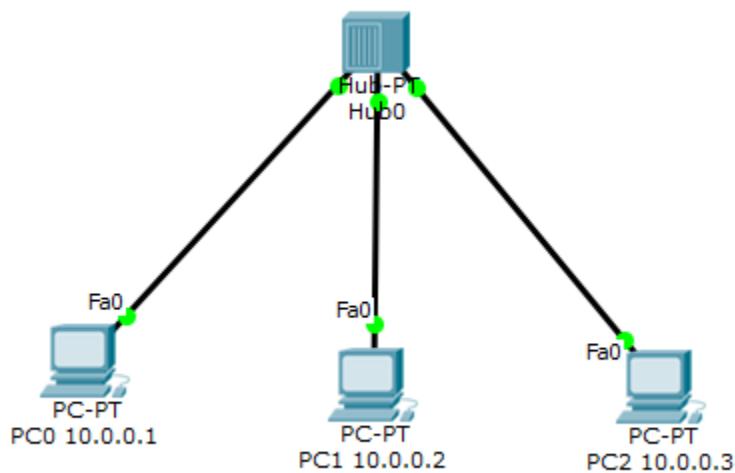
Output – Screen shot

Wireshark - Hand written report from Observation book

Experiment 1

Aim of the program: Create a topology and simulate sending a simple PDU from source to destination using hub and switch as connecting devices and demonstrate ping message.

Topology:



Procedure:

* Procedure:

→ Hub:

- 3 PLC's were placed and 1 generic hub was placed
- PLC's were assigned IP (10.0.0.1, 10.0.0.2, 10.0.0.3).
- PLC's were connected to the hub via copper straight through cables, which are used for connection at different levels.
- Simple PDU was used to send a message from 10.0.0.1 to 10.0.0.3 (PC0 to PC2)

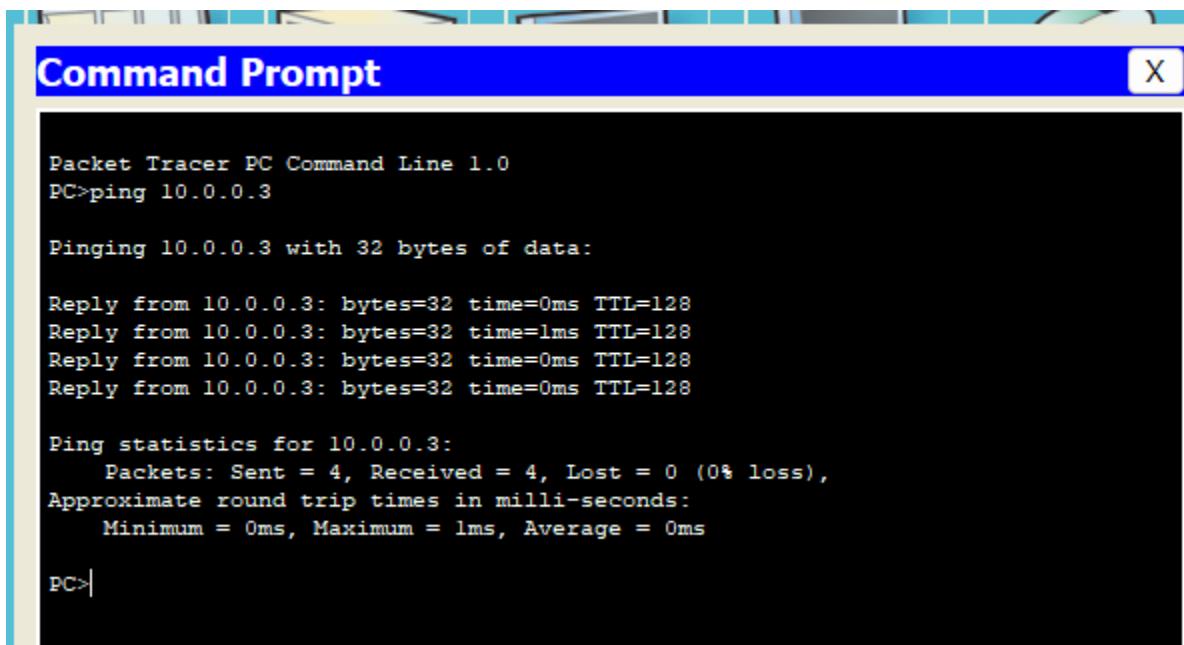
→ Switch:

- 3 PLC's and 1 generic switch were placed in the workspace.
- PLC's were assigned IPs (10.0.0.1, 10.0.0.2, 10.0.0.3)
- PLC's were connected to the switch via copper straight through cables.
- Simple PDU was used to send a message from 10.0.0.1 to 10.0.0.3 (PC0 to PC1)

→ Switch and 2 Hubs :

- 4 PCs, 2 generic hubs and 1 switch were placed in the workspace.
- 4 PCs were connected to hub 0 via copper straight through cables. Remaining 2 PCs were connected to hub 1 via copper straight through cables.
- All PCs were assigned IPs (10.0.0.1 to 10.0.0.11)
- The 2 hubs were connected to the switch via copper cross over cables which are used to connect devices on the same level.

Output:



Command Prompt X

```
Packet Tracer PC Command Line 1.0
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=1ms TTL=128
Reply from 10.0.0.3: bytes=32 time=0ms TTL=128
Reply from 10.0.0.3: bytes=32 time=0ms TTL=128

Ping statistics for 10.0.0.3:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 1ms, Average = 0ms

PC>
```

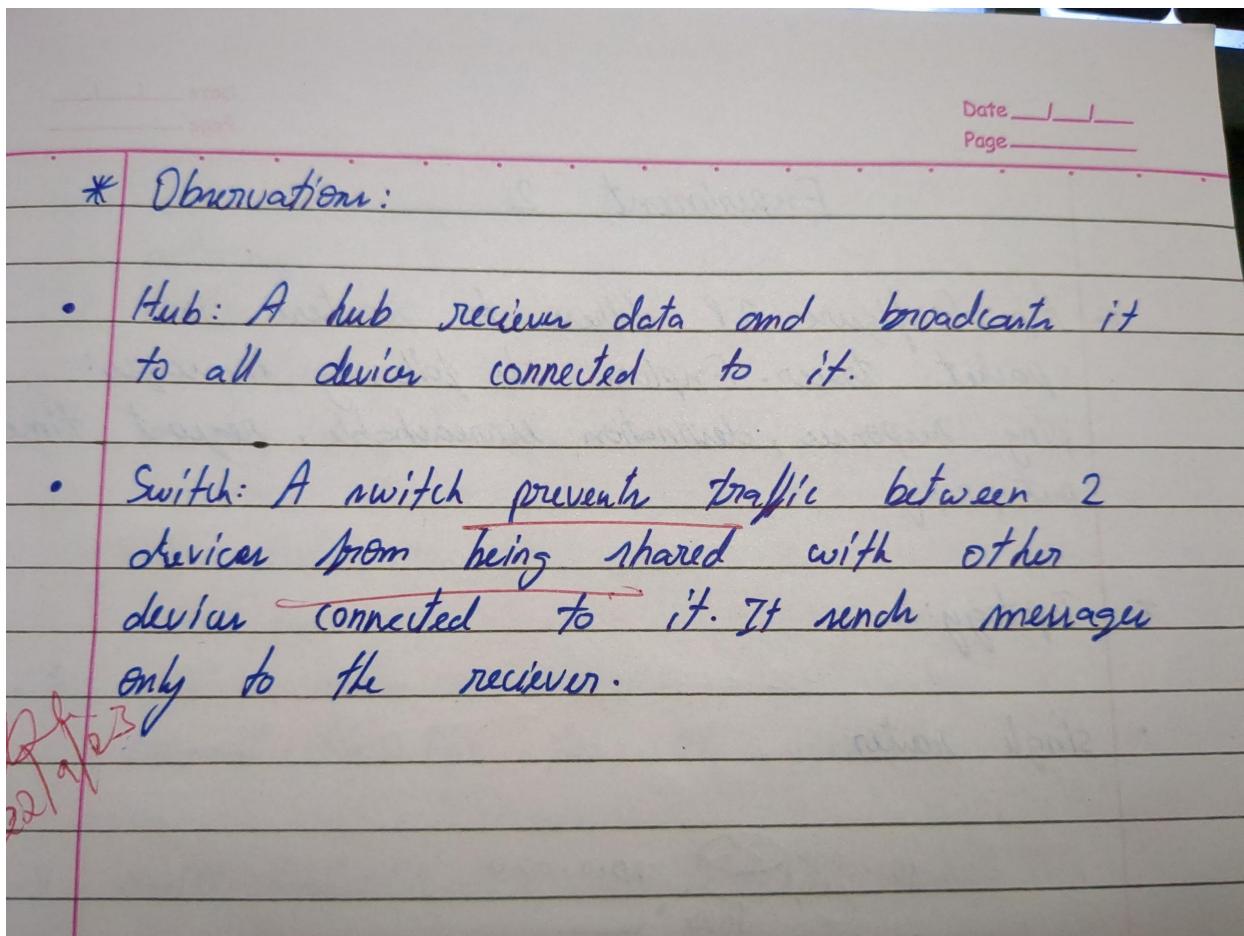
```
PC>ping 10.0.0.2

Pinging 10.0.0.2 with 32 bytes of data:

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

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
```

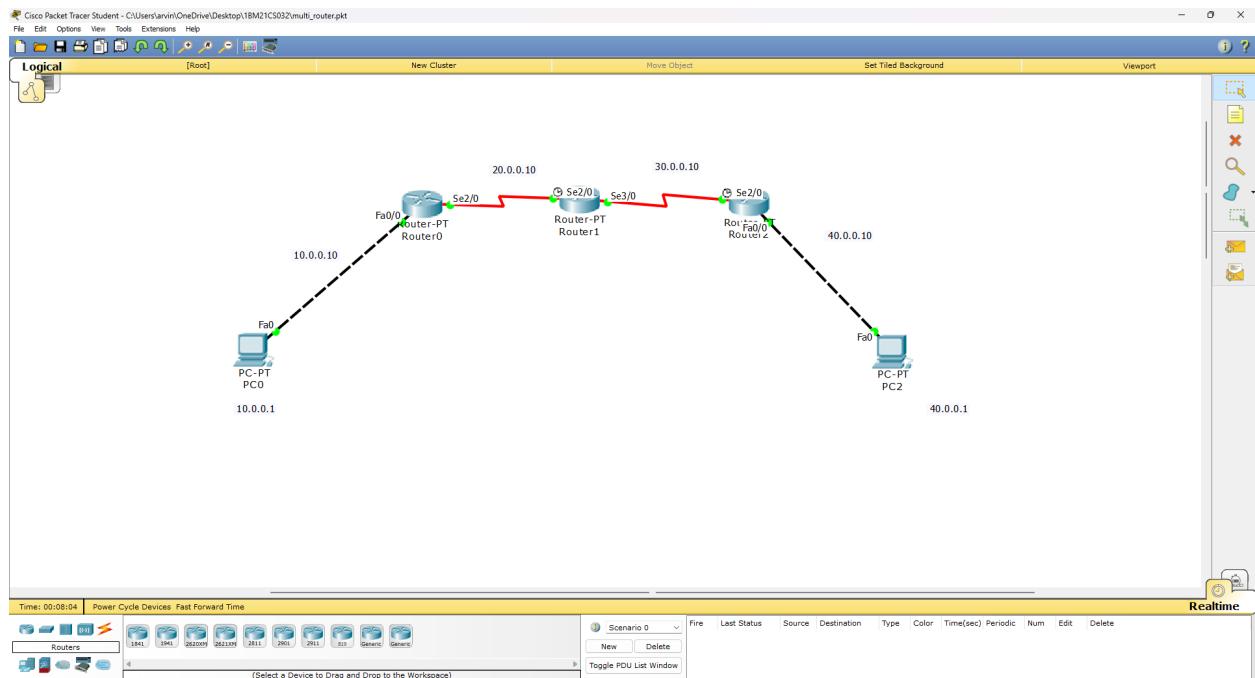
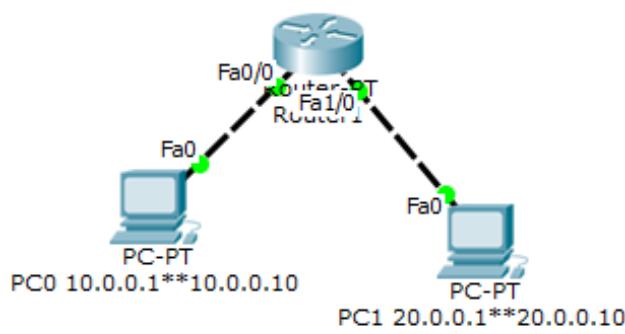
Observation:



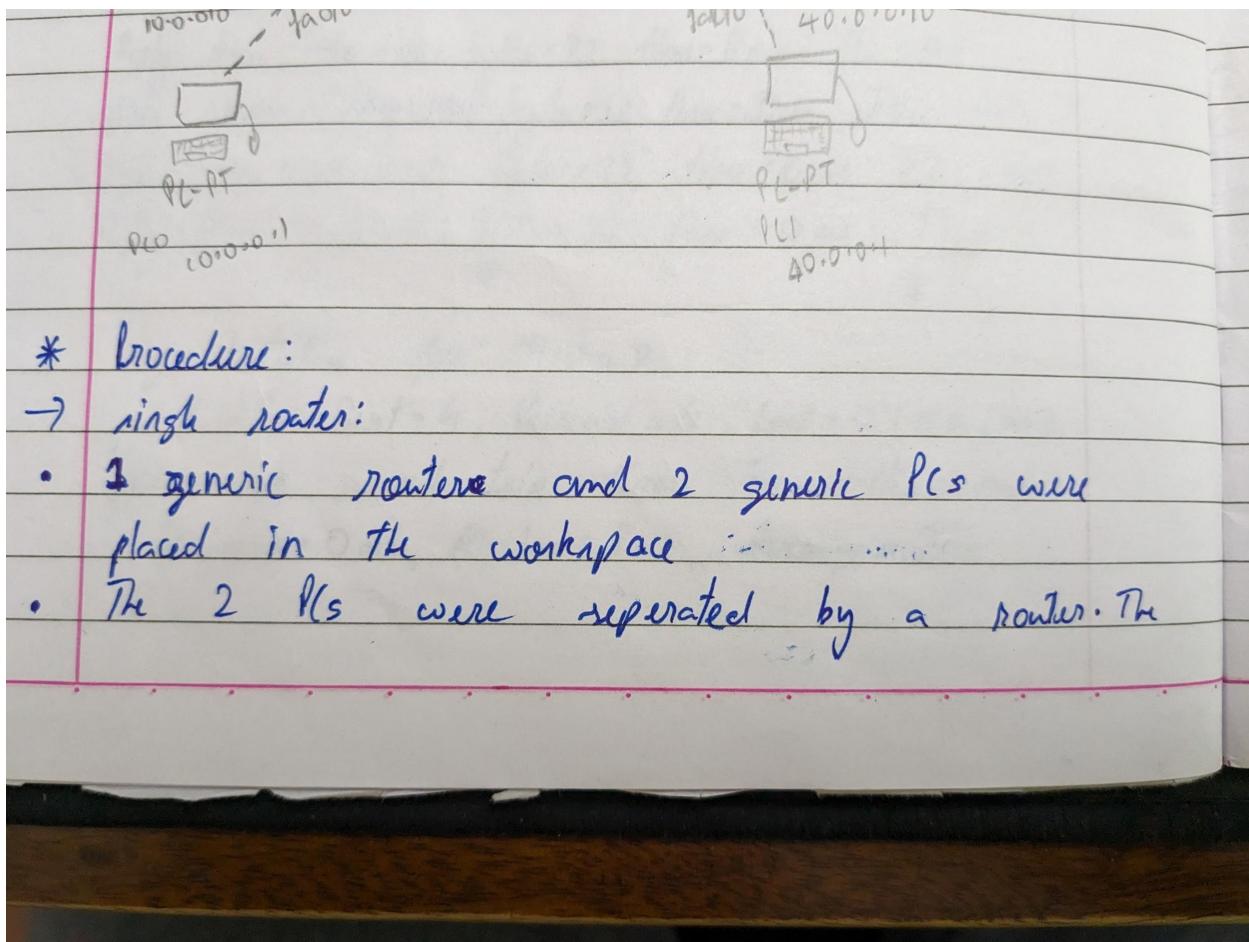
Experiment 2

Aim of the program: Configure IP address to routers in packet tracer. Explore the following messages: ping responses, destination unreachable, request timed out, reply

Topology:



Procedure:



PLCs were assigned IP 10.0.0.1, 20.0.0.1 and gateways 10.0.0.10 and 20.0.0.10 respectively.

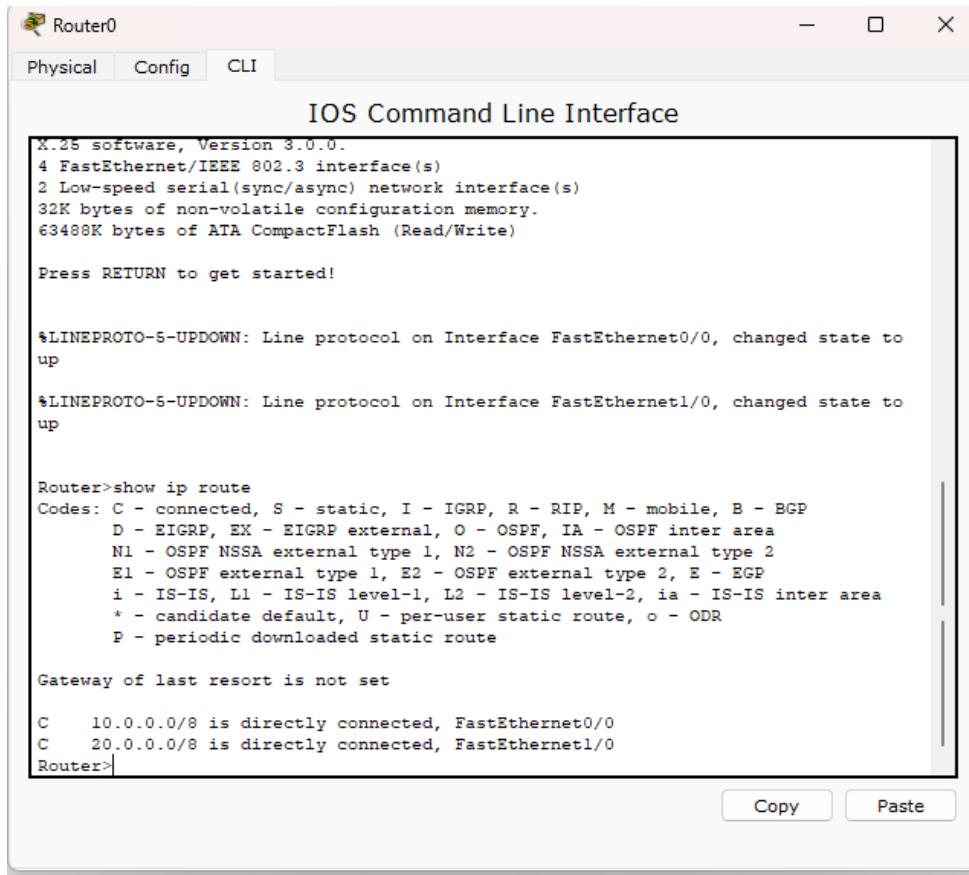
- Routers were configured from CLI using the following commands:
enable, config t, interface fastethernet 0/0, IP address 10.0.0.10 255.0.0.0. The name was repeated for both ports. No shut was also used after each one.
- Copper cross over cables were used to connect the PLCs to the routers.

→ multi router:

- 3 generic routers and 2 generic PLCs were placed in the workspace. The 2 PLCs were separated by 3 routers.
- The PLCs were assigned IP 10.0.0.1 and 40.0.0.1 and gateways 10.0.0.10 and 40.0.0.10 respectively.
- Routers were configured for fastethernet on slot before. The routers were then configured for serial using: enable, config t, interface serial 2/0, IP address 20.0.0.10 255.0.0.0, no shut. The name was done for 30.0.0.10 and 40.0.0.10 - 8
- The routers were then connected using serial DTE cables to the serial ports 2/0, 3/0.

* Result:

Output:



The image shows a window titled "Router0" with the "CLI" tab selected. The title bar includes standard window controls (minimize, maximize, close) and tabs for "Physical", "Config", and "CLI". The main area is titled "IOS Command Line Interface".

```
X.25 software, Version 3.0.0.  
4 FastEthernet/IEEE 802.3 interface(s)  
2 Low-speed serial(sync/async) network interface(s)  
32K bytes of non-volatile configuration memory.  
63408K bytes of ATA CompactFlash (Read/Write)  
  
Press RETURN to get started!  
  
%LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet0/0, changed state to  
up  
%LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet1/0, changed state to  
up  
  
Router>show ip route  
Codes: C - connected, S - static, I - IGRP, R - RIP, M - mobile, B - BGP  
      D - EIGRP, EX - EIGRP external, O - OSPF, IA - OSPF inter area  
      N1 - OSPF NSSA external type 1, N2 - OSPF NSSA external type 2  
      E1 - OSPF external type 1, E2 - OSPF external type 2, E - EGP  
      i - IS-IS, L1 - IS-IS level-1, L2 - IS-IS level-2, ia - IS-IS inter area  
      * - candidate default, U - per-user static route, o - ODR  
      P - periodic downloaded static route  
  
Gateway of last resort is not set  
  
C    10.0.0.0/8 is directly connected, FastEthernet0/0  
C    20.0.0.0/8 is directly connected, FastEthernet1/0  
Router>
```

At the bottom right of the CLI window are "Copy" and "Paste" buttons.

Command Prompt

X

```
PC>ping 20.0.0.1

Pinging 20.0.0.1 with 32 bytes of data:

Request timed out.
Reply from 20.0.0.1: bytes=32 time=0ms TTL=127
Reply from 20.0.0.1: bytes=32 time=0ms TTL=127
Reply from 20.0.0.1: bytes=32 time=0ms TTL=127

Ping statistics for 20.0.0.1:
  Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 0ms, Average = 0ms

PC>ping 20.0.0.10

Pinging 20.0.0.10 with 32 bytes of data:

Reply from 20.0.0.10: bytes=32 time=0ms TTL=255

Ping statistics for 20.0.0.10:
  Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 0ms, Average = 0ms

PC>
```

Router0

Physical Config CLI

IOS Command Line Interface

```
*LINK-5-CHANGED: Interface Serial2/0, changed state to down
Router(config-if)#no shutdown
Router(config-if)#exit
Router(config)#interface Serial 2/0
Router(config-if)#IP address 20.0.0.10 255.0.0.0
Router(config-if)#no shutdown
Router(config-if)#exit
Router(config)#exit
Router#
%SYS-5-CONFIG_I: Configured from console by console

Router#
*LINK-5-CHANGED: Interface Serial2/0, changed state to up

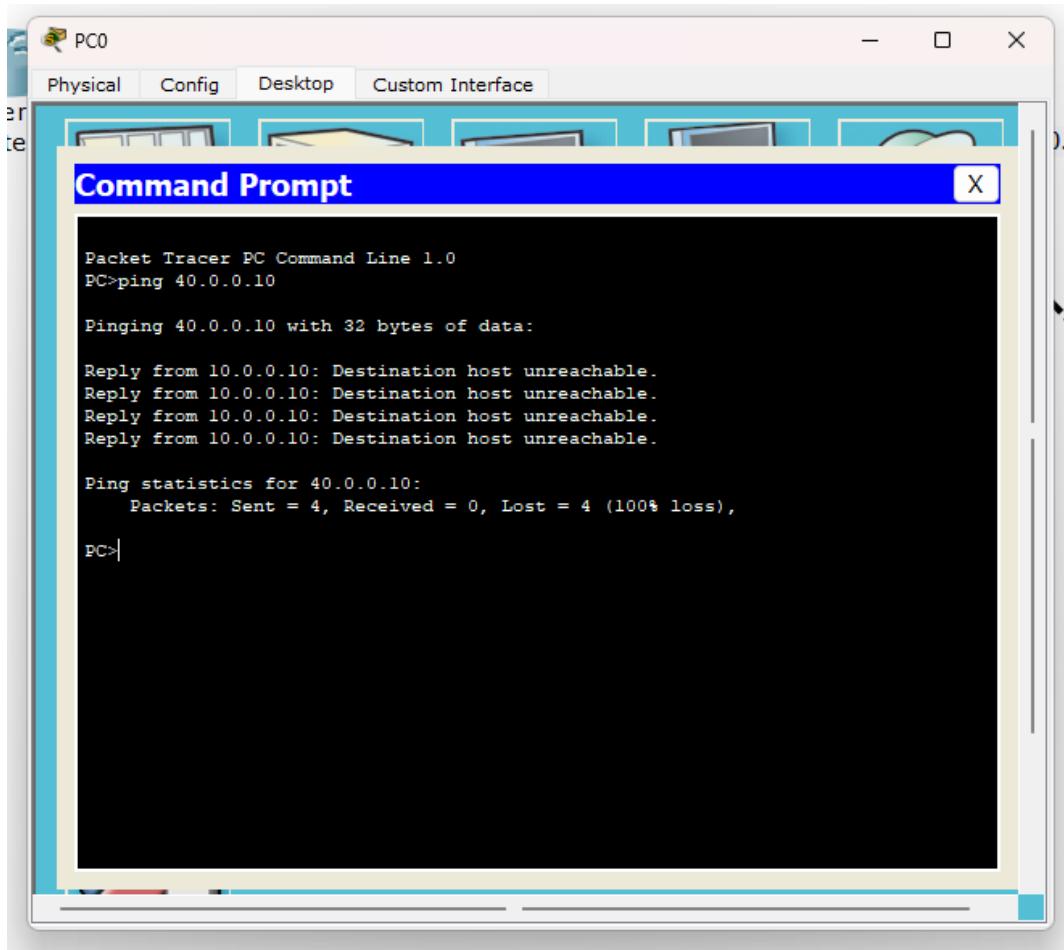
%LINEPROTO-5-UPDOWN: Line protocol on Interface Serial2/0, changed state to up

Router#show ip route
Codes: C - connected, S - static, I - IGRP, R - RIP, M - mobile, B - BGP
      D - EIGRP, EX - EIGRP external, O - OSPF, IA - OSPF inter area
      N1 - OSPF NSSA external type 1, N2 - OSPF NSSA external type 2
      E1 - OSPF external type 1, E2 - OSPF external type 2, E - EGP
      i - IS-IS, L1 - IS-IS level-1, L2 - IS-IS level-2, ia - IS-IS inter area
      * - candidate default, U - per-user static route, o - ODR
      P - periodic downloaded static route

Gateway of last resort is not set

C    10.0.0.0/8 is directly connected, FastEthernet0/0
C    20.0.0.0/8 is directly connected, Serial2/0
Router#
```

Copy Paste



The screenshot shows a Cisco Packet Tracer interface with a "Command Prompt" window open. The window title is "Command Prompt". The command entered was "ping 40.0.0.10". The output shows four replies from the destination host, all indicating "Destination host unreachable". It also displays ping statistics showing 4 packets sent, 0 received, and 4 lost (100% loss).

```
Packet Tracer PC Command Line 1.0
PC>ping 40.0.0.10

Pinging 40.0.0.10 with 32 bytes of data:

Reply from 10.0.0.10: Destination host unreachable.

Ping statistics for 40.0.0.10:
    Packets: Sent = 4, Received = 0, Lost = 4 (100% loss),
PC>
```

Observation:

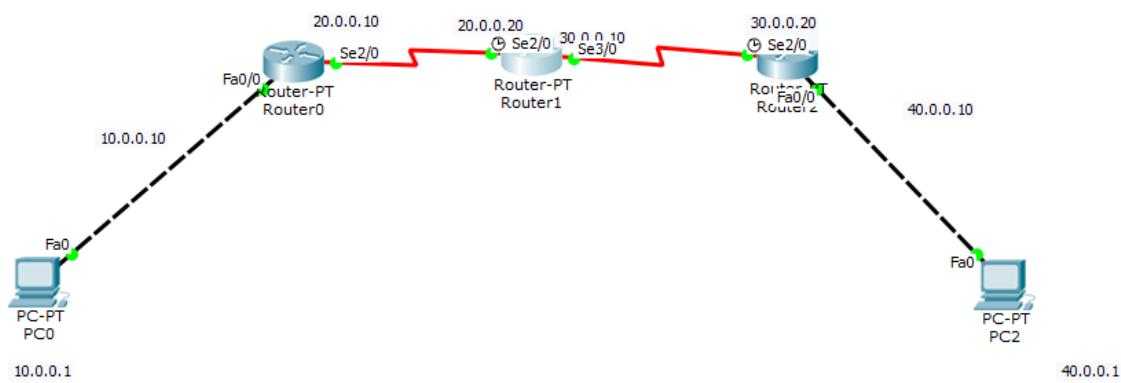
* Observations:

- The router connects LAN to the internet.
It helps in communication between multiple networks - In this case (10.0.0.10, 20.0.0.10, 30.0.0.10, 40.0.0.10)
- It determines the best path from the available paths.
- Packets are forwarded to the next network based on the information in routing table
- Request timed out in a response given when pinging a network and no response is received. It implies that the ICMP packet reached ~~the~~ a host, but the reply could not reach the requesting host. This could be due to packet loss.
- Destination host unreachable in when the host we try to ping is down. This is usually due to lack of router from source to destination.

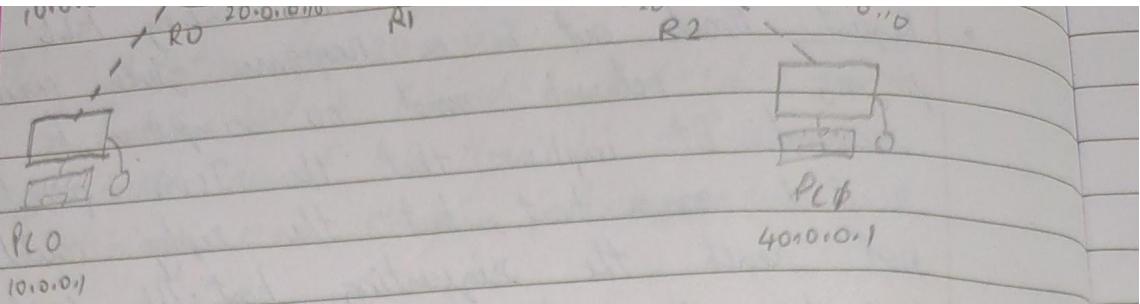
Experiment 3

Aim of the program: Configure default route, static route to the Router

Topology:



Procedure:



* Procedure:

- 3 generic routers and 2 generic PLCs are placed in the workspace. The PLCs are separated by the 3 routers.
- The PLCs are assigned IPs 10.0.0.1 and 40.0.0.1 and gateways 10.0.0.10 and 40.0.0.10 respectively.
- Routers were configured from the CLI using:
 - enable
 - config t
 - interface ~~fastethernet~~ <port>
 - IP address <ip> <subnet mask>
 - no shutdown
 - exit
 This is repeated for each port.
- Copper cross over cables were used to connect the PC to routers. Serial DTE cables

were used to connect the routers to each other.

- Routers R0 and R2 were configured as default routers. R1 was configured as static router.

For static: 0.0.0.0 0.0.0.0 20.0.0.20

~~* Route~~

- For default: ip route 0.0.0.0 0.0.0.0 20.0.0.20
This is done for R0 and R2. 30.0.0.10 is used for R2 instead of 20.0.0.20 as done for R0.
- For static: ip route 40.0.0.0 255.0.0.0 30.0.0.20
This is done when destination is 40. If destination is 10: ip route 10.0.0.0 255.0.0.0 20.0.0.10

Output:

The screenshot shows a window titled "Router0" with three tabs: "Physical", "Config", and "CLI". The "CLI" tab is selected and displays the IOS Command Line Interface. The interface shows the following configuration commands entered by the user:

```
Enter configuration commands, one per line. End with CNTL/Z.  
Router(config)#ip route  
% Incomplete command.  
Router(config)#ip route 0.0.0.0 0.0.0.0 20.0.0.20  
Router(config)#exit  
Router#  
%SYS-5-CONFIG_I: Configured from console by console
```

Router2

Physical Config CLI

IOS Command Line Interface

```
%SYS-5-CONFIG_I: Configured from console by console

Router#config t
Enter configuration commands, one per line. End with CNTL/Z.
Router(config)#ip route 0.0.0.0 0.0.0.0 30.0.0.10
Router(config)#exit
Router#
%SYS-5-CONFIG_I: Configured from console by console
exit
```

Router1

Physical Config CLI

IOS Command Line Interface

```
Router>config t
Router(config-if)#exit
Router(config)#interface Serial3/0
Router(config-if)#exit
Router(config)#ip route 40.0.0.0 255.0.0.0 30.0.0.20
Router(config)#ip route 10.0.0.0 255.0.0.0 20.0.0.10
Router(config)#exit
Router#
%SYS-5-CONFIG_I: Configured from console by console
```

```
Router>show ip route
Codes: C - connected, S - static, I - IGRP, R - RIP, M - mobile, B - BGP
      D - EIGRP, EX - EIGRP external, O - OSPF, IA - OSPF inter area
      N1 - OSPF NSSA external type 1, N2 - OSPF NSSA external type 2
      E1 - OSPF external type 1, E2 - OSPF external type 2, E - EGP
      i - IS-IS, L1 - IS-IS level-1, L2 - IS-IS level-2, ia - IS-IS inter area
      * - candidate default, U - per-user static route, o - ODR
      P - periodic downloaded static route

Gateway of last resort is not set

S    10.0.0.0/8 [1/0] via 20.0.0.10
C    20.0.0.0/8 is directly connected, Serial2/0
C    30.0.0.0/8 is directly connected, Serial3/0
S    40.0.0.0/8 [1/0] via 30.0.0.20
Router>
```

Command Prompt

X

```
Packet Tracer PC Command Line 1.0
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=2ms TTL=125
Reply from 40.0.0.1: bytes=32 time=9ms TTL=125
Reply from 40.0.0.1: bytes=32 time=20ms 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 = 2ms, Maximum = 20ms, Average = 10ms

PC>
```

Observation:

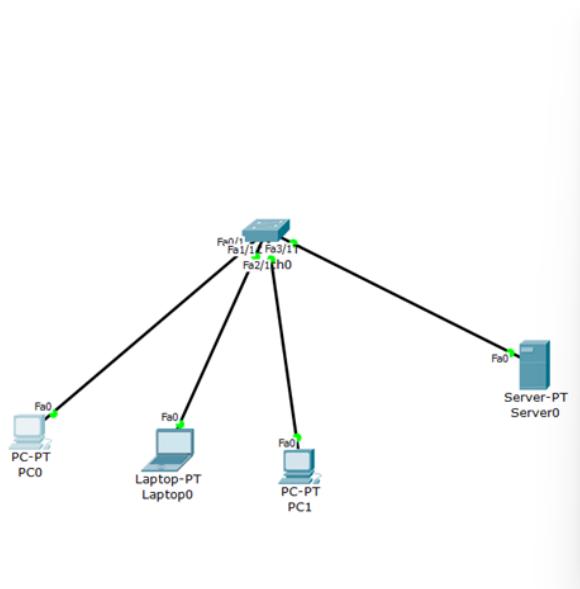
* Observation

- Router connects 2 different networks together as seen in the last experiment.
- If a router has only one path to go, we use default routing to send packets of any destination to its adjacent neighbour. This happens for R0 and K2
- For the other routers, we use static routing.

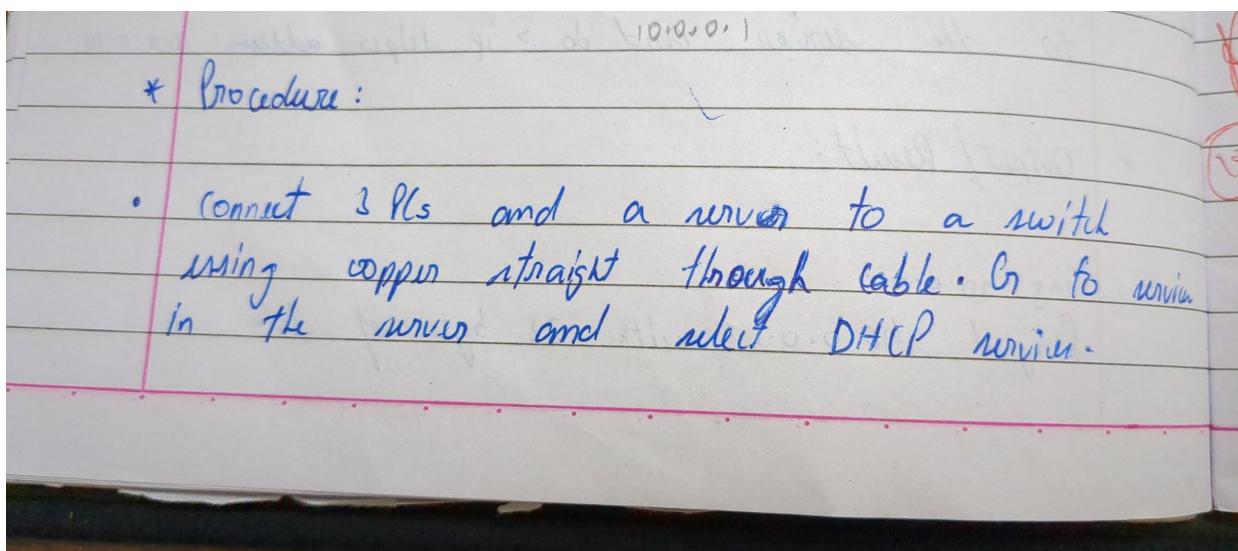
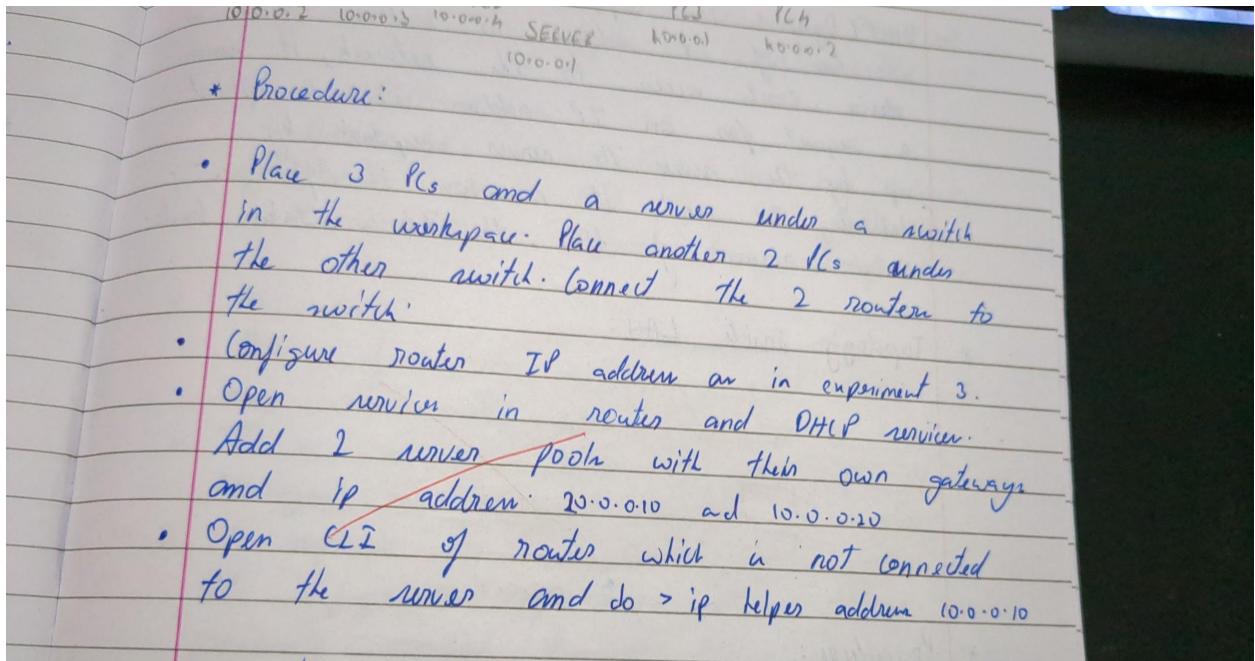
Experiment 4

Aim of the program: Configure DHCP within a LAN and outside LAN

Topology:



Procedure:



- Date _____
 Page _____
- Set the IP address on 10.0.0.2 and name
 - Set IP of the server in config on 10.0.0.1
 - In PC select DHCP in IP configuration.
 - Repeat this for all PCs
- + Result
- Ping 10.0.0.3
 Pinging 10.0.0.3 with 32 bytes of data
- Reply from 10.0.0.1 bytes=32 time=0ms TTL=128

Output:

Command Prompt X

```

Packet Tracer SERVER Command Line 1.0
SERVER>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=1ms TTL=128
Reply from 10.0.0.3: bytes=32 time=0ms TTL=128
Reply from 10.0.0.3: bytes=32 time=0ms TTL=128

Ping statistics for 10.0.0.3:
  Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
  Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 1ms, Average = 0ms

SERVER>
  
```

Observation

* Observation:

- DHCP (Dynamic host configuration protocol) helps with allocation of IP address to end-user. When a device wants access to the network, it sends a request for an IP address which is picked up by the server. The server responds by delivering IP and it monitors it. After a certain amount of time, the IP is taken back.

* Observation:

- DHCP dynamically assigns an IP address to any device on node.
- It is a client server protocol where the server manages a pool of unique IP address. It responds to the client request by providing IP configuration information from address pool, previously specified by a network administrator

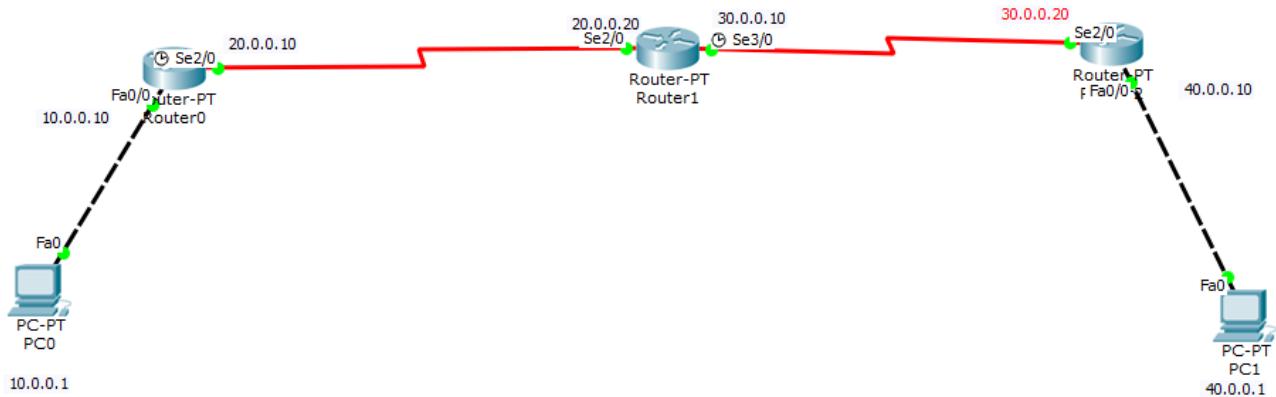
permanently
IP



Experiment 5

Aim of the program: Configure RIP routing Protocol in Routers

Topology:



Procedure:

* Procedure:

- Plan 2 PCs and 3 routers in the workspace. Connect them as shown in the topology using the appropriate cables.
- Assign IP addresses 10.0.0.1 and 40.0.0.1 and gateways 10.0.0.10 and 40.0.0.10 to the PCs respectively.
- Setup the routers as done normally to configure IPs in CLI.
 - enable
 - config t
 - interface portname
 - ip address ip subnet
 - no shut
 - endt

Date ___/___/
Page ___

- next, setup the hops using RIP
 - router rip
 - network ip
 - network ip
- next, check ip route using: show ip route

Output:

```
Router>show ip route
Codes: C - connected, S - static, I - IGRP, R - RIP, M - mobile, B - BGP
      D - EIGRP, EX - EIGRP external, O - OSPF, IA - OSPF inter area
      N1 - OSPF NSSA external type 1, N2 - OSPF NSSA external type 2
      E1 - OSPF external type 1, E2 - OSPF external type 2, E - EGP
      i - IS-IS, L1 - IS-IS level-1, L2 - IS-IS level-2, ia - IS-IS inter area
      * - candidate default, U - per-user static route, o - ODR
      P - periodic downloaded static route

Gateway of last resort is not set

C    10.0.0.0/8 is directly connected, FastEthernet0/0
     20.0.0.0/8 is variably subnetted, 2 subnets, 2 masks
C        20.0.0.0/8 is directly connected, Serial2/0
C        20.0.0.20/32 is directly connected, Serial2/0
R    30.0.0.0/8 [120/1] via 20.0.0.20, 00:00:16, Serial2/0
R    40.0.0.0/8 [120/2] via 20.0.0.20, 00:00:16, Serial2/0
Router>
```

Command Prompt

```
Packet Tracer PC Command Line 1.0
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=14ms TTL=125
Reply from 40.0.0.1: bytes=32 time=6ms TTL=125
Reply from 40.0.0.1: bytes=32 time=17ms 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 = 6ms, Maximum = 17ms, Average = 12ms

PC>
```

Observation

Approximate round trip time in ms
 $Loss = 1 (25\% Loss)$

Minimum = 2ms, Maximum = 27ms, Average = 12ms

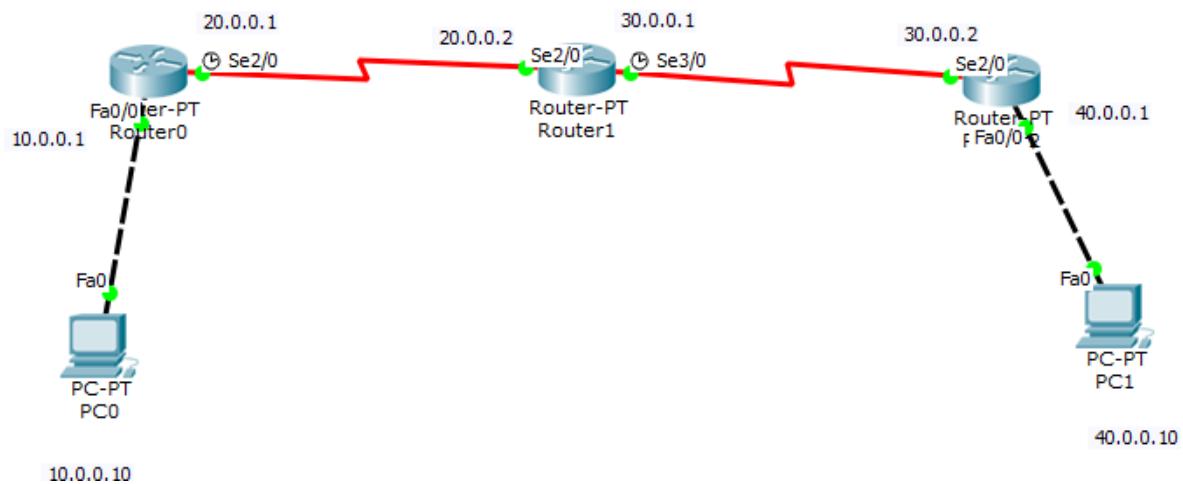
* Observation :

- RIP is Routing Information Protocol. It helps routers exchange information and dynamically learn the best routes in a network.
- When a router receives a packet or request from a network in its routing table, it directs it to the best possible next hop.
- Request timed out appears when the router is trying to find the best possible route.

Experiment 6

Aim of the program: Configure OSPF routing protocol

Topology:



Procedure:

* Procedure:

- Place 3 routers and 2 PCs in the workspace
- configure PCs with IP and gateway according to the topology above.
- Configure each of the routers with IP addresses as mentioned in the topology.
- encapsulation PPP and clock rates need to be done as in RIP.

↳ In router R1,

R1(config)# router ospf 1

router-id 1.1.1.1

network 10.0.0.0 0.255.255.255 area 3

network 20.0.0.0 0.255.255.255 area 1

exit

• In router R2,

R2(config)# router ospf 1

R2(config-router)# router-id 2.2.2.2

#

Date _____
Page _____

```
% network 20.0.0.0 0.255.255.255 area 1  
network 30.0.0.0 0.255.255.255 area 0  
exit
```

- In Router R3,

```
router ospf 1
```

```
router-id 3.3.3.3
```

```
network 30.0.0.0 0.255.255.255 area 0
```

```
network 40.0.0.0 0.255.255.255 area 2
```

```
exit
```

```
R1(config-if)# interface loopback 0
```

```
ip address 172.16.1.252 255.255.0.0
```

```
no shut
```

```
R2(config-if)# interface loopback 0
```

```
ip address 172.16.1.253 255.255.0.0
```

```
no shut
```

```
R3(config-if)# interface loopback 0
```

```
ip address 172.16.1.254 255.255.0.0
```

```
no shut
```

④ R3# show ip route

- In Router R1

```
R1(config)# router ospf 1
```

```
R1(config-router)# area 1 virtual-link 2.2.2.2
```

- In Router R2

```
R2(config)# router ospf 2
```

```
area 1 virtual-link 1.1.1.1
```

```
exit
```

Date _____
Page _____

R3# show ip route

O IA 20.0.0.0/8 [110/128] via 30.0.0.1, 00:01:56, Serial 1/0
C 40.0.0.0/8 is directly connected, FastEthernet 2/0
O IA 10.0.0.0/17 [110/129] via 30.0.0.1, 00:01:56, Serial 1/0
C 30.0.0.0/17 is directly connected, Serial 1/0

Output:

```
Router>show ip route
Codes: C - connected, S - static, I - IGRP, R - RIP, M - mobile, B - BGP
      D - EIGRP, EX - EIGRP external, O - OSPF, IA - OSPF inter area
      N1 - OSPF NSSA external type 1, N2 - OSPF NSSA external type 2
      E1 - OSPF external type 1, E2 - OSPF external type 2, E - EGP
      i - IS-IS, L1 - IS-IS level-1, L2 - IS-IS level-2, ia - IS-IS inter area
      * - candidate default, U - per-user static route, o - ODR
      p - periodic downloaded static route

Gateway of last resort is not set

C    10.0.0.0/8 is directly connected, FastEthernet0/0
     20.0.0.0/8 is variably subnetted, 2 subnets, 2 masks
C        20.0.0.0/8 is directly connected, Serial2/0
C        20.0.0.2/32 is directly connected, Serial2/0
R    30.0.0.0/8 [120/1] via 20.0.0.2, 00:00:01, Serial2/0
R    40.0.0.0/8 [120/2] via 20.0.0.2, 00:00:01, Serial2/0
C    172.16.0.0/16 is directly connected, Loopback0
Router>
```

```

Router>show ip ospf database
      OSPF Router with ID (1.1.1.1) (Process ID 1)

          Router Link States (Area 0)

Link ID      ADV Router      Age      Seq#      Checksum Link count
1.1.1.1      1.1.1.1       110      0x80000002 0x00608c 1

          Summary Net Link States (Area 0)
Link ID      ADV Router      Age      Seq#      Checksum
10.0.0.0     1.1.1.1       130      0x80000001 0x00f25d
20.0.0.0     1.1.1.1       120      0x80000002 0x00e61f

          Router Link States (Area 1)

Link ID      ADV Router      Age      Seq#      Checksum Link count
2.2.2.2      2.2.2.2       119      0x80000004 0x004341 2
1.1.1.1      1.1.1.1       110      0x80000005 0x00a1e6 2

          Summary Net Link States (Area 1)
Link ID      ADV Router      Age      Seq#      Checksum
10.0.0.0     1.1.1.1       130      0x80000001 0x00f25d
30.0.0.0     2.2.2.2       115      0x80000001 0x0048b0
40.0.0.0     2.2.2.2       115      0x80000002 0x00cd1f

          Router Link States (Area 3)

Link ID      ADV Router      Age      Seq#      Checksum Link count
1.1.1.1      1.1.1.1       134      0x80000001 0x00f749 1

```

Command Prompt

```

Packet Tracer PC Command Line 1.0
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=8ms TTL=253
Reply from 40.0.0.1: bytes=32 time=15ms TTL=253
Reply from 40.0.0.1: bytes=32 time=14ms TTL=253
Reply from 40.0.0.1: bytes=32 time=7ms TTL=253

Ping statistics for 40.0.0.1:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 7ms, Maximum = 15ms, Average = 11ms

PC>

```

Observation

Packet: Sent = 4, Received = 3, Lost = 1 (25% loss),

Approximate round trip times in milliseconds:

Minimum = 2ms, Maximum = 11ms, Average = 5ms

* Observation:

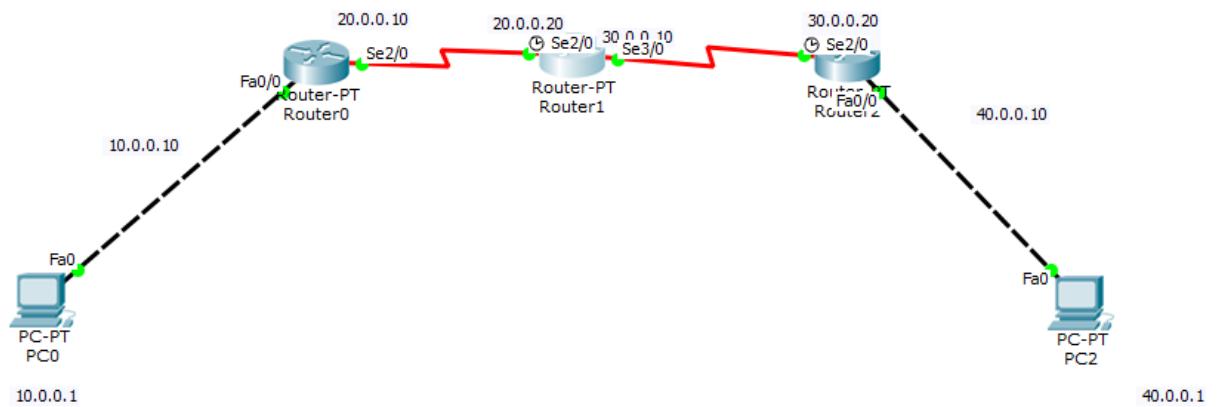
OSPF is Open Shortest Path First. It is a protocol which finds the best routing path between source and destination routers. It uses its own shortest path algorithm.

- Networks are divided into area. Backbone (area) forms core of the OSPF network. Other networks are connected to the backbone.

Experiment 7

Aim of the program: Demonstrate the TTL/ Life of a Packet

Topology:



Procedure:

* Procedure:

- Place 3 routers and 2 PCs and connect them according to the given topology
- Configure the routers as per static or default routing
- Go to simulation mode and send a simple PDV from PC0 to PC1. Use capture at every transfer
- Click on the PDV at every transfer to see inbound and outbound PDV details. Every time the packet crosses a router, there is a reduce in TTL.

Output:

PDU Information at Device: Router0											
OSI Model		Inbound PDU Details		Outbound PDU Details							
PDU Formats											
HDLC											
0	8	16	32	32+x	48+x	56+x					
FLG: 0111 1110	ADR: 0x8f	CONTROL: 0x0	DATA: (VARIABLE LENGTH)	FCS: 0x0	FLG: 0111 1110						
IP											
0	4	8	16 19	31 Bits							
4	IHL	DSCP: 0x0	TL: 28								
		ID: 0x2	0x0	0x0							
TTL: 254		PRO: 0x1	CHKSUM								
		SRC IP: 10.0.0.1									
		DST IP: 40.0.0.1									
		OPT: 0x0	0x0								
		DATA (VARIABLE LENGTH)									
ICMP											
0	8	16	31 Bits								
TYPE: 0x8	CODE: 0x0	CHECKSUM									
ID: 0x3		SEQ NUMBER: 2									

PDU Information at Device: Router1															
OSI Model		Inbound PDU Details			Outbound PDU Details										
PDU Formats															
<u>HDLC</u>															
0	8	16	32	32+x	48+x	56+ 56+									
FLG: 0111 1110	ADR: 0x8f	CONTROL: 0x0	DATA: (VARIABLE LENGTH)	FCS: 0x0	FLG: 0111 1110										
<u>IP</u>															
0	4	8	16 19	31 Bits											
4	IHL	DSCP: 0x0	TL: 28												
ID: 0x2		0x0	0x0												
TTL: 253	PRO: 0x1		CHKSUM												
SRC IP: 10.0.0.1															
DST IP: 40.0.0.1															
OPT: 0x0			0x0												
DATA (VARIABLE LENGTH)															
<u>ICMP</u>															
0	8	16	31 Bits												
TYPE: 0x8	CODE: 0x0	CHECKSUM													
ID: 0x3		SEQ NUMBER: 2													

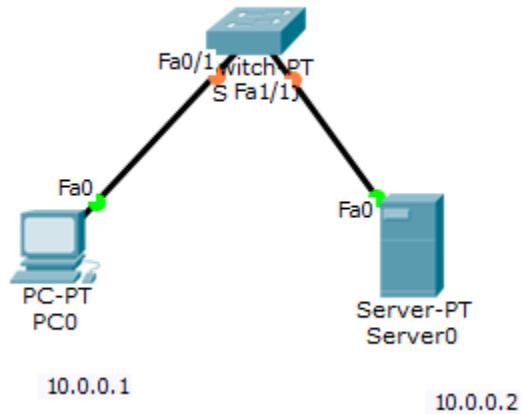
Observation

- * Observation
- TTL is Time to Live of a packet. Every time a packet (PDU) passes through a router, we can see that TTL is reduced by 1.
 - TTL is used to ensure a packet does not get lost and keeps bouncing randomly

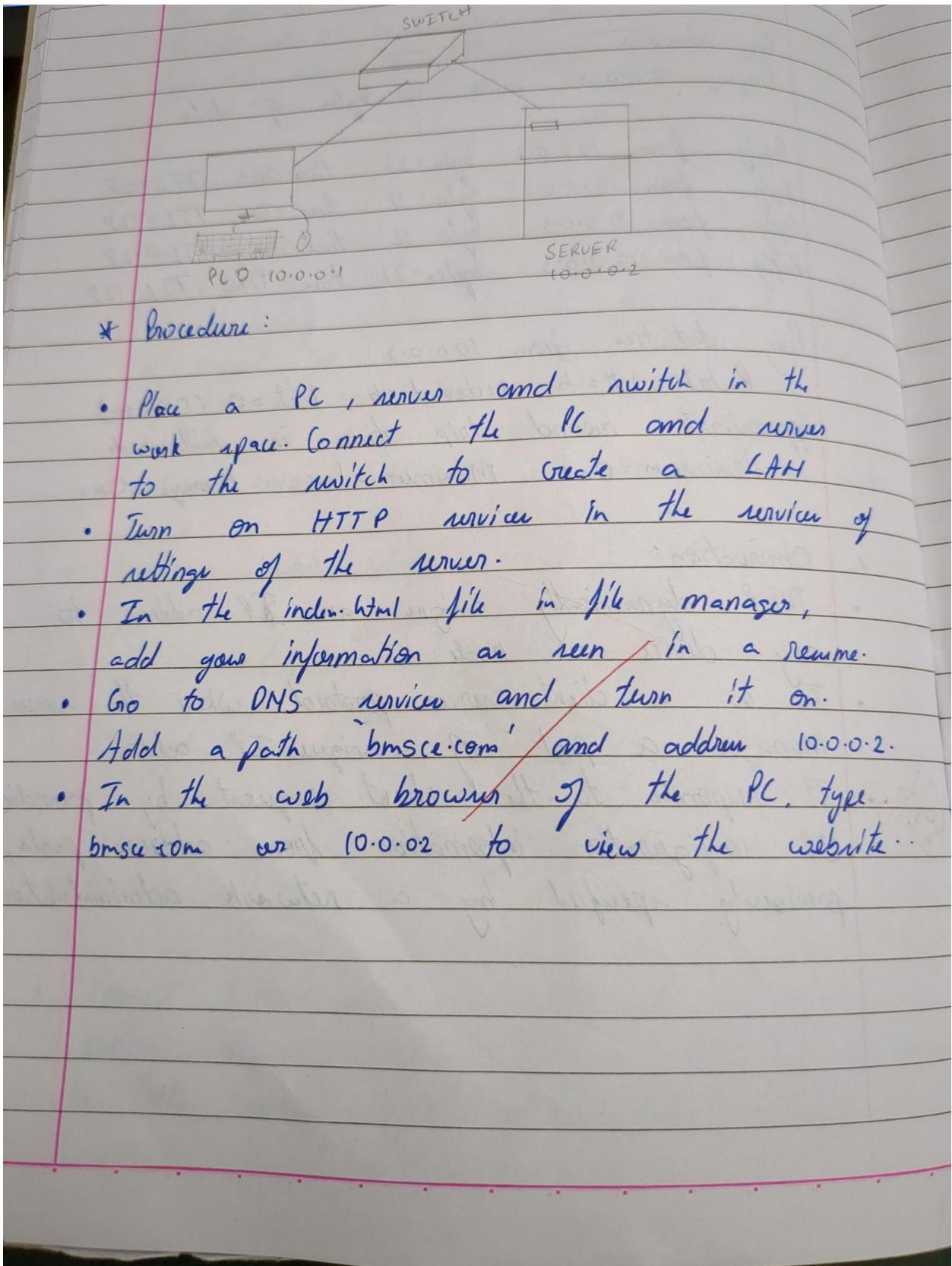
Experiment 8

Aim of the program: Configure Web Server, DNS within a LAN

Topology:

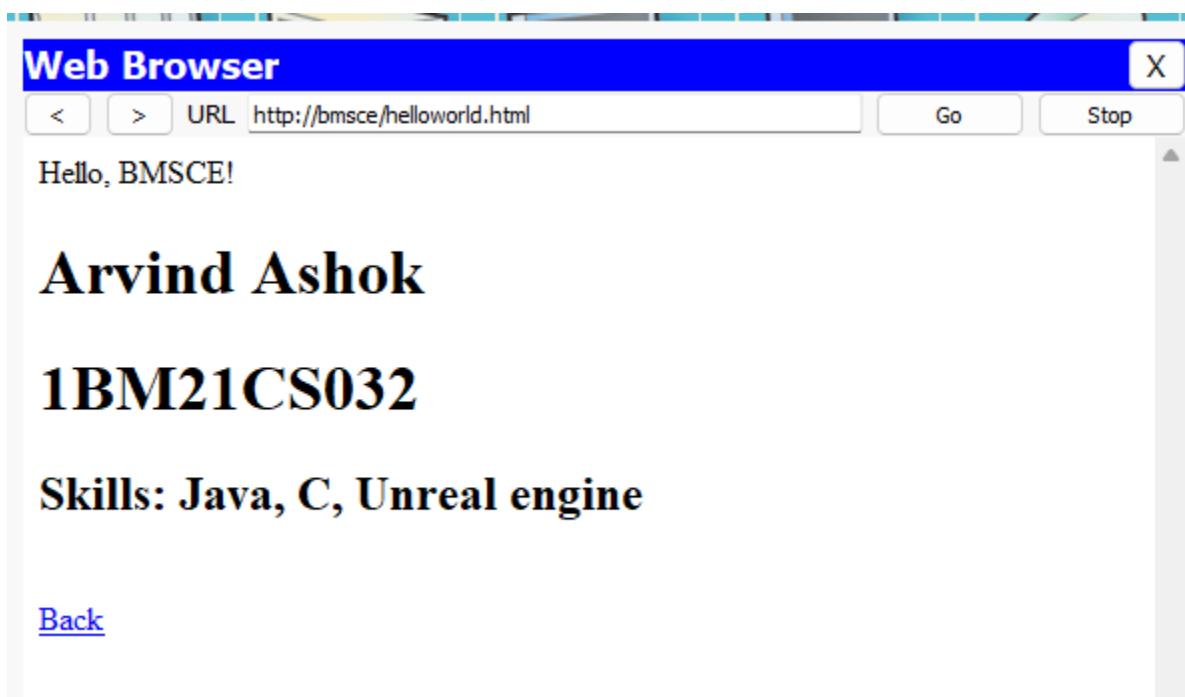
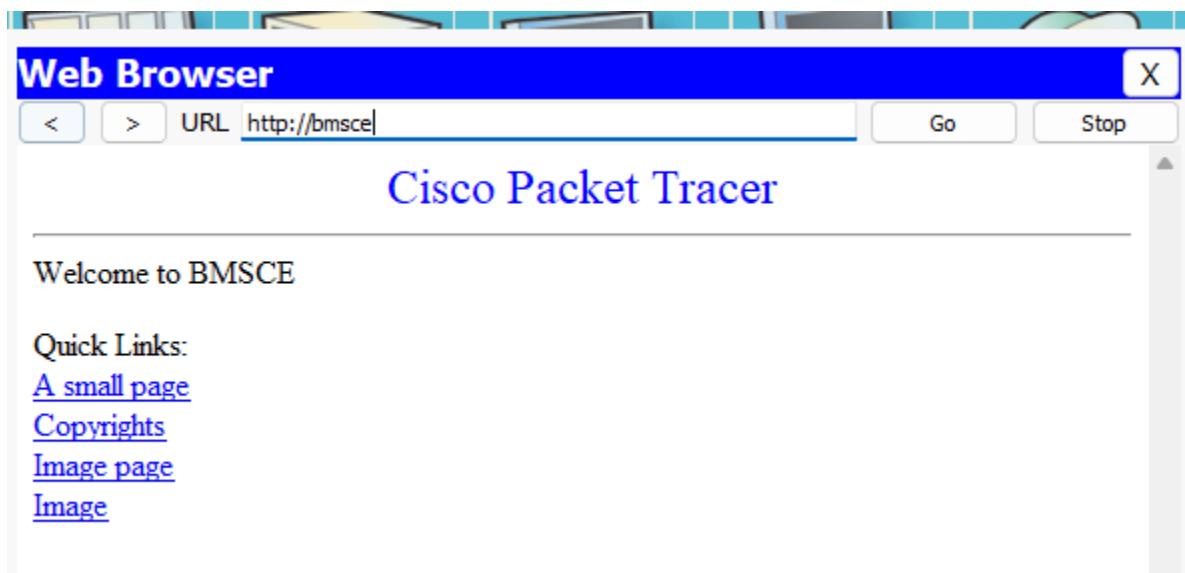


Procedure:



Output:

No.	Name	Type	Detail
0	bmsce	A Record	10.0.0.2



Observation

* Result :

WELCOME TO CISCO PACKET TRACER
ARVIND ASTHOK
CSE
SKILLS: JAVA, PYTHON, UNREAL ENGINE

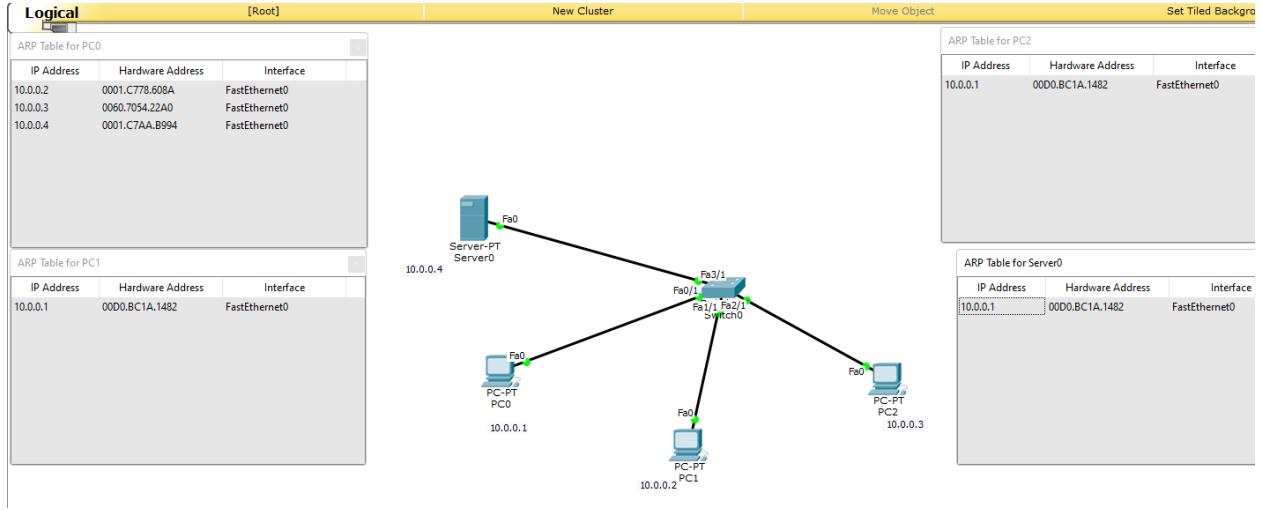
* Observation :

- LAN is a local area network formed by switch, router and PC.
- DNS is Domain Name Server. It is responsible for linking domain name like "bmsc.com" with its associated ip address. In this case the IP address is 10.0.0.2.
- When the domain or IP is searched, the DNS responds by displaying the website in this case.

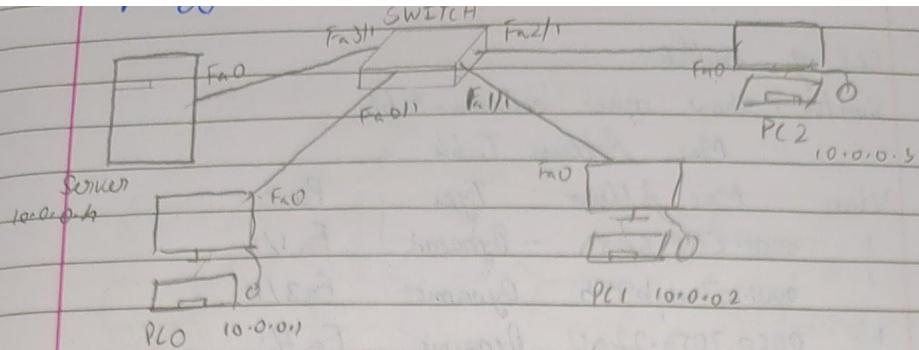
Experiment 9

Aim of the program: To construct simple LAN and understand the concept and operation of Address Resolution Protocol (ARP).

Topology:



Procedure:



* Procedure:

- Place a generic switch, ~~3~~ 3 generic PCs and 1 hub in the workspace.
- Connect the PCs and hub to the switch as shown in the above topology. Set IP address for the devices.
- Next, go to the command prompt of any PC ~~and~~ cmd type: arp -a
Initially there will be no arp entries.
- Go to the command prompt and ping all the connected devices using the IP address one by one. Go to simulation mode in each case and click capture to see packets moving.
- Using inspect, open ARP table for each device.
- In CLI of switch, type show mac address-table to view mac address table.

Output:

```
Packet Tracer PC Command Line 1.0
PC>arp -a
No ARP Entries Found
PC>

PC>arp -a
  Internet Address      Physical Address      Type
  10.0.0.2                0001.c778.608a    dynamic
  10.0.0.3                0060.7054.22a0    dynamic
  10.0.0.4                0001.c7aa.b994    dynamic

Switch>show mac address-table
  Mac Address Table
  -----
  Vlan     Mac Address      Type      Ports
  ----     -----          -----      -----
  1        0001.c778.608a  DYNAMIC   Fa1/1
  1        0001.c7aa.b994  DYNAMIC   Fa3/1
  1        0060.7054.22a0  DYNAMIC   Fa2/1
  1        00d0.bcla.1482  DYNAMIC   Fa0/1

Logical [Root]
ARP Table for PC0
  IP Address      Hardware Address      Interface
  10.0.0.2        0001.C778.608A      FastEthernet0
  10.0.0.3        0060.7054.22A0      FastEthernet0
  10.0.0.4        0001.C7AA.B994      FastEthernet0

ARP Table for PC1
```

Observation

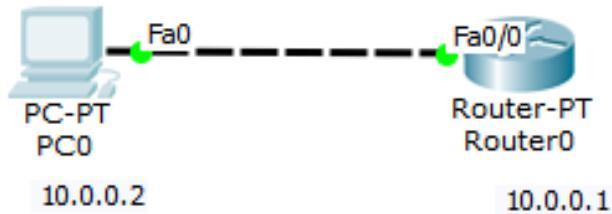
* Observation:

- ARP is Address Resolution Protocol. It uses the IP address to find out the physical address/MAC address/Link layer address.
- When we ping a device using IP, ARP sends an ARP request to the given IP, which responds by giving its MAC address. This MAC address is stored in the MAC address table.

Experiment 10

Aim of the program: To understand the operation of TELNET by accessing the router in server room from a PC in IT office

Topology:



Procedure:

* Procedure

- Place a PC and router and connect them as shown in the topology.
- configure the route:
enable

config t

hostname R1

enable secret p1

int vlan fastethernet 0/0

ip address 10.0.0.1 255.0.0.0

no shut

line vty 0 5 //allow virtual terminal access from 6 users

login

password p0

exit exit

wr //save router changes

- ping the router from the PC

Output:

```
Router#config t
Enter configuration commands, one per line. End with CNTL/Z.
Router(config)#hostname r1
r1(config)#enable secret p1
r1(config)#interface fa0/0
r1(config-if)#ip add 10.0.0.0 255.0.0.0
Bad mask /8 for address 10.0.0.0
r1(config-if)#ip add 10.0.0.1 255.0.0.0
r1(config-if)#no shut

r1(config-if)#
%LINK-5-CHANGED: Interface FastEthernet0/0, changed state to up

%LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet0/0, changed state to
up

r1(config-if)#line vty 0 5
r1(config-line)#login
% Login disabled on line 132, until 'password' is set
% Login disabled on line 133, until 'password' is set
% Login disabled on line 134, until 'password' is set
% Login disabled on line 135, until 'password' is set
% Login disabled on line 136, until 'password' is set
% Login disabled on line 137, until 'password' is set
r1(config-line)#password p0
r1(config-line)#
r1(config-line)#exit
r1(config)#exit
r1#
%SYS-5-CONFIG_I: Configured from console by console

r1#wr
Building configuration...
[OK]
```

Command Prompt

```
Packet Tracer PC Command Line 1.0
PC>telnet 10.0.0.1
Trying 10.0.0.1 ...Open

User Access Verification

Password:
rl>enable
Password:
Password:
Password:
rl#show ip route
Codes: C - connected, S - static, I - IGRP, R - RIP, M - mobile, B - BGP
      D - EIGRP, EX - EIGRP external, O - OSPF, IA - OSPF inter area
      N1 - OSPF NSSA external type 1, N2 - OSPF NSSA external type 2
      E1 - OSPF external type 1, E2 - OSPF external type 2, E - EGP
      i - IS-IS, L1 - IS-IS level-1, L2 - IS-IS level-2, ia - IS-IS inter
area
      * - candidate default, U - per-user static route, o - ODR
      p - periodic downloaded static route

Gateway of last resort is not set

C    10.0.0.0/8 is directly connected, FastEthernet0/0
rl#exit
```

Observation

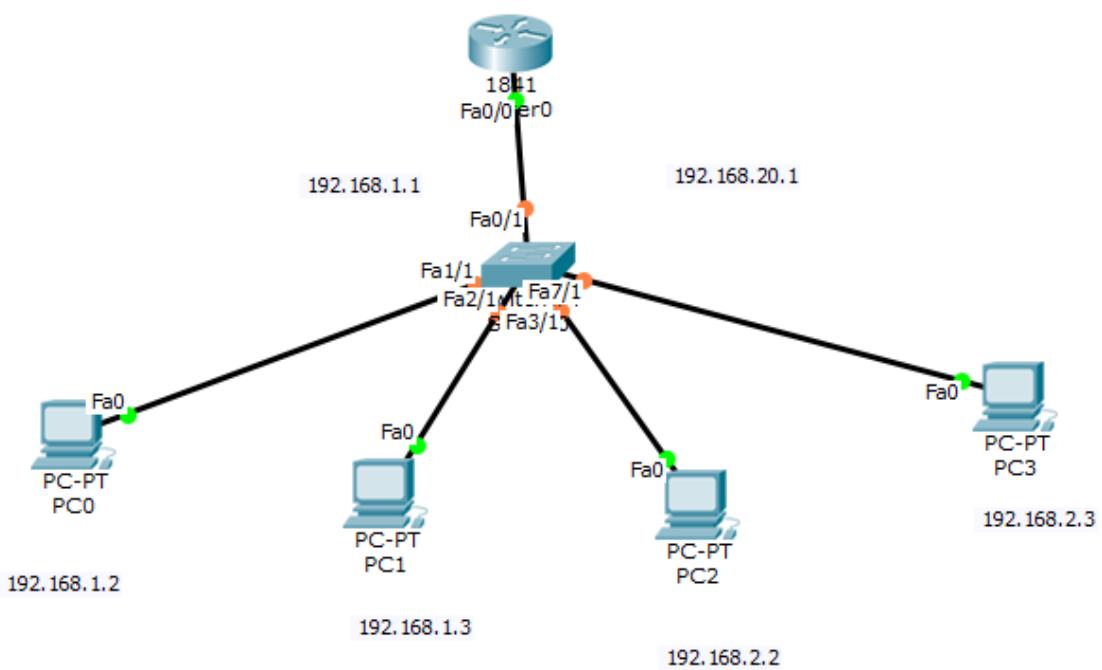
* Observation:

- TELNET is Teletype Network . It provides a command line interface to communicate with a server, in this case router
- Using TELNET, we are able to run commands in the PC as would be run in a router CLI . If we type show ip route in the PC CLI, we will see the router's response to the command.

Experiment 11

Aim of the program: To construct a VLAN and make the PC's communicate among a VLAN.

Topology:



Procedure:

* Procedure:

- Place a router (1841), a switch, and 4 PCs in the workspace and connect them according to the topology.
- In ~~switch~~, go to config and select VLAN. Select FastEthernet and make it Trunk. This allows switch to forward frames from different VLANs over a single link.
- Go to config of router and select VLAN and enter the number and name of VLAN.
- Go to CLI

Router# config t

Router(config)# interface FastEthernet0/0.1

Router(config-subif) #

encapsulation out lg 2

ip address 192.168.2.1 255.255.255.0

no shut

exit exit.

Output:

Command Prompt X

```
Packet Tracer PC Command Line 1.0
PC>ping 192.168.1.2

Pinging 192.168.1.2 with 32 bytes of data:

Reply from 192.168.1.2: bytes=32 time=4ms TTL=128
Reply from 192.168.1.2: bytes=32 time=4ms TTL=128
Reply from 192.168.1.2: bytes=32 time=5ms TTL=128
Reply from 192.168.1.2: bytes=32 time=5ms TTL=128

Ping statistics for 192.168.1.2:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 4ms, Maximum = 5ms, Average = 4ms

PC>
```

Observation

* Observation

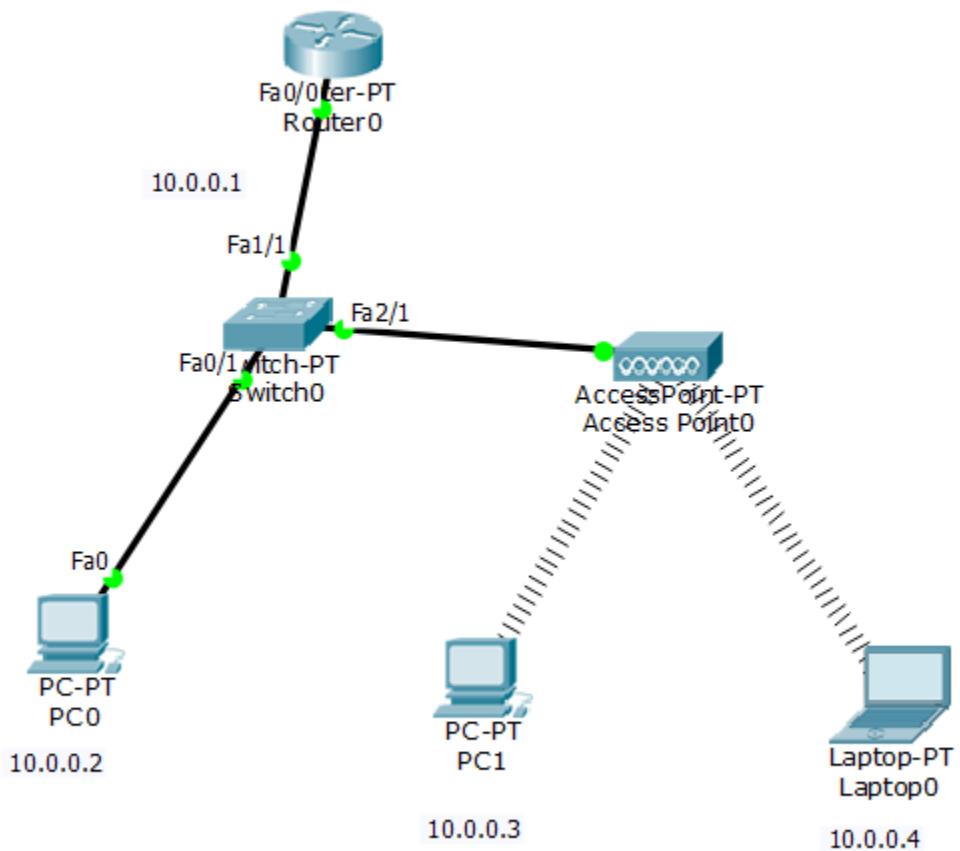
- VLAN is Virtual Local Area Network. Here, a network is subdivided into smaller networks for a group of devices.
- It is in the same physical network. It operates at Layer 2 of the network (DLL).

VLANs improve network security. A subset of devices share the same physical LAN, but are subdivided in the data link layer.

Experiment 12

Aim of the program: To construct a WLAN and make the nodes communicate wirelessly.

Topology:



Procedure:

* Procedure

- Plan a router, switch, 2 PCs, 1 access point and 1 laptop and connect them as shown in the above topology.
- Configure the router to IP 10.0.0.1. Set IP and gateway for PC0 as normally done.
- Configure access point - Port 1. Set SSID None on WLAN Select WEP and set password 1234567890
- ~~and~~ Switch off PCI and laptop and replace ethernet port with WMP300N (wireless). Then turn them on and select WEP to configure them wirelessly. Configure according to appropriate IP and gateway.

Output:

```
Command Prompt

Packet Tracer PC Command Line 1.0
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=19ms TTL=128
Reply from 10.0.0.4: bytes=32 time=9ms TTL=128
Reply from 10.0.0.4: bytes=32 time=7ms TTL=128
Reply from 10.0.0.4: bytes=32 time=8ms TTL=128

Ping statistics for 10.0.0.4:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 7ms, Maximum = 19ms, Average = 10ms

PC>
```

Observation

* Observation :

- WLAN is Wireless Local Area Network. It is a local network where devices within the network are able to communicate with each other wirelessly.
- In the given experiment, PC1 and the laptop are able to communicate wirelessly with each other and with PC0.
- WLAN consists of a single network. It operates in Layer 2 (Data Link layer).

CYCLE 2

Experiment 13

Program

```
import java.util.Scanner;

class Main {
    public static void main(String args[]) {
        Scanner in = new Scanner(System.in);
        // Input DATA
        System.out.println("Enter Message/Data bits");
        String message = in.nextLine();
        System.out.println("Enter Generator");
        String generator = in.nextLine();
        int data[] = new int[message.length() + generator.length() - 1];
        int divisor[] = new int[generator.length()];

        for (int i = 0; i < message.length(); i++) {
            data[i] = Integer.parseInt(message.charAt(i) + "");
        }
        for (int i = 0; i < generator.length(); i++) {
            divisor[i] = Integer.parseInt(generator.charAt(i) + "");
        }

        // CRC calculation
        for (int i = 0; i < message.length(); i++) {
```

```
if (data[i] == 1) // if 0, you can just skip
    for (int j = 0; j < divisor.length; j++)
        data[i + j] ^= divisor[j];
}

// Display CRC
System.out.println("The checksum code is: ");
for (int i = 0; i < message.length(); i++)
    data[i] = Integer.parseInt(message.charAt(i) + "");

for (int i = 0; i < data.length; i++)
    System.out.print(data[i]);

System.out.println();

// CHECK for input CRC code
System.out.println("Enter Checksum code");
message = in.nextLine();
System.out.println("Enter generator");
generator = in.nextLine();
data = new int[message.length() + generator.length() - 1];
divisor = new int[generator.length()];

for (int i = 0; i < message.length(); i++)
    data[i] = Integer.parseInt(message.charAt(i) + "");

for (int i = 0; i < generator.length(); i++)
```

```
divisor[i] = Integer.parseInt(generator.charAt(i) + "");  
  
// Calculator of remainder  
for (int i = 0; i < message.length(); i++) {  
    if (data[i] == 1)  
        for (int j = 0; j < divisor.length; j++)  
            data[i + j] ^= divisor[j];  
}  
  
// validity of data  
boolean valid = true;  
for (int i = 0; i < data.length; i++){  
    if (data[i] == 1) {  
        valid = false;  
        break;  
    }  
}  
if (valid == true) {  
    System.out.println("Data stream is valid");  
}  
else {  
    System.out.println("Data stream is not valid, CRC error");  
}  
in.close();  
}
```

Program

using CRC-CITT (16-bit)

* In Java program:

```
import java.util.Scanner;
```

```
Class Main {
```

```
    public static void main(String args[]) {
        Scanner in = new Scanner(System.in);
        System.out.println("Enter message/data bits:");
        String message = in.nextLine();
        System.out.println("Enter generator:");
        String generator = in.nextLine();
        int data[] = new int[message.length() + generator.length() - 1];
        int divisor[] = new int[generator.length()];
        for (int i=0; i<message.length(); i++) {
            data[i] = Integer.parseInt(message.charAt(i) + " ");
        }
        for (int i=0; i<generator.length(); i++) {
            divisor[i] = Integer.parseInt(generator.charAt(i) + " ");
        }
        for (int i=0; i<message.length(); i++) {
            if (data[i] == 1)
                for (int j=0; j<divisor.length; j++)
                    data[i+j] ^= divisor[j];
        }
        System.out.println("The checksum code is: ");
        for (int i=0; i<message.length(); i++) {
            data[i] = Integer.parseInt(message.charAt(i) + " ");
        }
```

```
for (int i=0; i<data.length; i++)  
    System.out.println(data[i]);  
System.out.println();
```

```
System.out.println("Enter checksum code:");  
message = in.nextLine();
```

```
System.out.println("Enter generator:");  
generator = in.nextLine();
```

data

```
for (int i=0; i<message.length(); i++)
```

```
    data[i] = Integer.parseInt(message.charAt(i) + "");
```

```
for (int i=0; i<generator.length(); i++)
```

```
    divisor[i] = Integer.parseInt(generator.charAt(i) + "");
```

```
for (int i=0; i<message.length(); i++) {
```

```
    if (data[i] == 1)
```

```
        for (int j=0; j<divisor.length; j++)
```

```
            data[i+j] ^= divisor[j];
```

}

```
boolean valid = true;
```

```
for (int i=0; i<data.length; i++) {
```

```
    if (data[i] == 1) {
```

```
        valid = false;
```

```
        break;
```

}

}

```
if (valid) System.out.println("Data stream is valid!");
```

```
else System.out.println("Data stream is invalid! CRC error");
```

```
in.close();
```

```
return 0;
```

}

}

Output

```
PS C:\Users\arvin\OneDrive\Desktop\1BM21CS032> java Main
Enter Message/Data bits
10110011010
Enter Generator
1011
The checksum code is:
10110011010010
Enter Checksum code
10110011010010
Enter generator
1011
Data stream is valid
PS C:\Users\arvin\OneDrive\Desktop\1BM21CS032> java Main
Enter Message/Data bits
10110011010
Enter Generator
1011
The checksum code is:
10110011010010
Enter Checksum code
10110011010011
Enter generator
1011
Data stream is not valid, CRC error
```

Experiment 14

Program

```
#include <stdio.h>
#include <stdlib.h>

#define capacity 50

void main() {
    int timeLimit = 10;
    int bucketCapacity = 0, outputRate = 5;

    while(timeLimit < 20) {
        int newPacket;
        printf("\nEnter new packet size: ");
        scanf("%d", &newPacket);

        if(newPacket < capacity) {
            bucketCapacity = bucketCapacity + newPacket;
            printf("\nBucket capacity currently: %d", bucketCapacity);
            bucketCapacity = bucketCapacity - outputRate;
            printf("\nBucket capacity after output: %d", bucketCapacity);
            timeLimit++;
        }
        else if(newPacket > capacity || (newPacket + bucketCapacity) > capacity) {
            printf("\nNew packet cannot be added to bucket");
        }
    }
}
```

```
bucketCapacity = bucketCapacity - outputRate;  
printf("\nbucket capacity after output: %d", bucketCapacity);  
}  
else if(bucketCapacity < 0) {  
    bucketCapacity = 0;  
    printf("\nbucket capacity after output: %d", bucketCapacity);  
    timeLimit++;  
    exit(0);  
}  
}
```

Program

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

C program:

```
#include <stdio.h>
#include <stdlib.h>
#define capacity 20
```

```
void main () {
```

```
    int timeLimit = 10, bucketCapacity = 0, OutputRate = 5;
```

```
    while (timeLimit < 20) {
```

```
        int newPacket,
```

```
        printf ("Enter new packet size: ");
```

```
        scanf ("%d", &newPacket);
```

```
        if (newPacket < capacity) {
```

```
            bucketCapacity += newPacket;
```

```
            printf ("In Bucket capacity: %d", bucketCapacity);
```

```
            bucketCapacity -= outputRate;
```

```
            printf ("In Bucket capacity after output: %d",
```

```
            timeLimit++;
```

```
            bucketCapacity);
```

```
} else if (newPacket > capacity || (newPacket + bucketCapacity)
```

```
> capacity) {
```

```
    printf ("In New packet cannot be added to packet");
```

```
    bucketCapacity -= outputRate;
```

```
    printf ("In Bucket capacity after output: %d", bucketCapacity);
```

```
    timeLimit++;
```

```
    } else {
```

```
        bucketCapacity = 0;
```

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```
printf("in Bucket capacity after output: %d",  
      bucketCapacity);
```

```
timeLimit++;
```

```
exit(0);
```

```
}
```

```
}
```

```
{
```

* Output:

Enter new packet size: 15

bucket capacity: 10

Enter ~~packt~~ new packet size: 27

new packet cannot be added to bucket
bucket capacity after output: 15

Output

```
enter new packet size: 20

bucket capacity currently: 20
bucket capacity after output: 15
enter new packet size: 10

bucket capacity currently: 25
bucket capacity after output: 20
enter new packet size: 2

bucket capacity currently: 22
bucket capacity after output: 17
enter new packet size: 2

bucket capacity currently: 19
bucket capacity after output: 14
enter new packet size: 2

bucket capacity currently: 16
bucket capacity after output: 11
enter new packet size: 1

bucket capacity currently: 12
bucket capacity after output: 7
enter new packet size: 1
```

Experiment 15

Program

ClientTCP.py

```
from socket import *
serverName = "127.0.0.1";
serverPort = 12000
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:")
print(filecontents)
clientSocket.close()
```

ServerTCP.py

```
from socket import *
serverName="127.0.0.1"
serverPort = 12000
serverSocket = socket(AF_INET,SOCK_STREAM)
serverSocket.bind((serverName,serverPort))
serverSocket.listen(1)
while 1:
    print ("The server is ready to receive")
    connectionSocket, addr = serverSocket.accept()
```

```
sentence = connectionSocket.recv(1024).decode()
file=open(sentence,"r")
l=file.read(1024)
connectionSocket.send(l.encode())
print ('\'\n contents of \' + sentence)
file.close()
connectionSocket.close()
```

Program

" trying to make client sending
server to send back the contents of the
requested file if present."

* Python3 code :

• ServerTCP.py

```
from socket import *
serverName = "127.0.0.1"
serverPort = 12000
serverSocket = socket(AF_INET, SOCK_STREAM)
serverSocket.bind((serverName, serverPort))
serverSocket.listen(1)
while 1:
    print("The server is ready to receive")
    connectionSocket, addr = serverSocket.accept()
    sentence = connectionSocket.recv(1024).decode()
    file = open(sentence, "r")
    l = file.read(1024)
    connectionSocket.send(l.encode())
    print("Sent content of " + sentence)
    file.close()
    connectionSocket.close()
```

• ClientTCP.py

```
from socket import *
serverName = "127.0.0.1"
serverPort = 12000
```

```
clientSocket = socket(AF_INET, SOCK_STREAM)
clientSocket.connect((serverName, serverPort))
sentence = input("In Enter file name : ")
clientSocket.send(sentence.encode())
filecontents = clientSocket.recv(1024).decode()
print("In From Server: \n")
print(filecontents)
clientSocket.close
```

* Output :

>>>
== RESTART: c:/Users/bmc1/Desktop/IBM21CS032/ServerTCP.py
The Server is ready to receive

Output

```
Enter file name: ServerTCP.py
```

```
From Server:
```

```
from socket import *
serverName="127.0.0.1"
serverPort = 12000
serverSocket = socket(AF_INET,SOCK_STREAM)
serverSocket.bind((serverName,serverPort))
serverSocket.listen(1)
while 1:
    print ("The server is ready to receive")
    connectionSocket, addr = serverSocket.accept()
    sentence = connectionSocket.recv(1024).decode()

    file=open(sentence,"r")
    l=file.read(1024)

    connectionSocket.send(l.encode())
    print ('\nSent contents of ' + sentence)
    file.close()
    connectionSocket.close()
```

Experiment 16

Program

ClientUDP.py

```
from socket import *
serverName = "127.0.0.1"
serverPort = 12000
clientSocket = socket(AF_INET, SOCK_DGRAM)
sentence = input("Enter file name: ")
clientSocket.sendto(sentence.encode('utf-8'),(serverName, serverPort))
filecontents,serverAddress = clientSocket.recvfrom(2048)
print ('Reply from Server:')
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")
con=file.read(2048)
serverSocket.sendto(bytes(con,"utf-8"),clientAddress)
print ('\'\n contents of \'', end = '' '')
print (sentence)
# for i in sentence:
# print (str(i), end = '' '')
file.close()
```

Program

to make client receive contents of the designated
server to send back content of the designated
file if present.

- * Python3 code:

- Client UDP.py

```
from socket import *
serverName = "127.0.0.1"
serverPort = 12000
clientSocket = socket(AF_INET, SOCK_DGRAM)
sentence = input("In Enter file name: ")
clientSocket.sendto(sentence.encode("utf-8"), (serverName, serverPort))
fileContent, serverAddress = clientSocket.recvfrom(2048)
print("In Reply from server: \n")
print(fileContent.decode("utf-8"))
clientSocket.close()
```

- Server UDP.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 True:
    sentence, clientAddress = serverSocket.recvfrom(2048)
    sentence = sentence.decode("utf-8")
    file = open(sentence, "r")
```

```
con = file.read(2048)
serverSocket.sendto(bytes(con, "utf-8"), clientAddress)
print("In Sent contents of ", end = "")
print(message)
file.close()
```

Output:

777

```
=RESTART: C:/Users/bmsca/Desktop/10m2185032/ServerUDP.py =
The server is ready to receive
Sent contents of ServerUDP.py
The server is ready to receive
```

Output

```
Enter file name: ServerUDP.py
Reply from Server:

from socket import *
serverPort = 12000
serverSocket = socket(AF_INET, SOCK_DGRAM)
serverSocket.bind(("127.0.0.1", serverPort))

while 1:
    print ("The server is ready to receive")
    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()
```