## CS 558: Computer Systems Lab Assignment–2: Socket Programming

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## Application #4:

Multi-stage DNS Resolving System using Client-Server socket programming

In this application, we implemented three C++ programs, namely Client, Proxy Server (which will act both as client and server) and DNS Server, which communicate with each other based on TCP sockets.

The other two files are "database.txt" and "cache.txt". The first file contains the mapping of DNS to IP in the server while the later is used by the proxy to maintain the same mappings, although the size of the cache is capped to 3.

## **Program Flow:**

- 1. Compile and run all the 3 program files by command:
  - g++ dns.cpp -o dns
  - g++ proxy.cpp -o proxy
  - g++ client.cpp -o client
- 2. Open 4 new terminals(one each for dns and Proxy and 2 for clients)
  Write the following command in the terminal:
  - ./dns 8000
     8000 is the port number of dns, we can allot any other port also.
  - ./proxy 9000 127.0.0.1 8000

9000: port number of proxy

127.0.0.1: Loopback address(IP address)

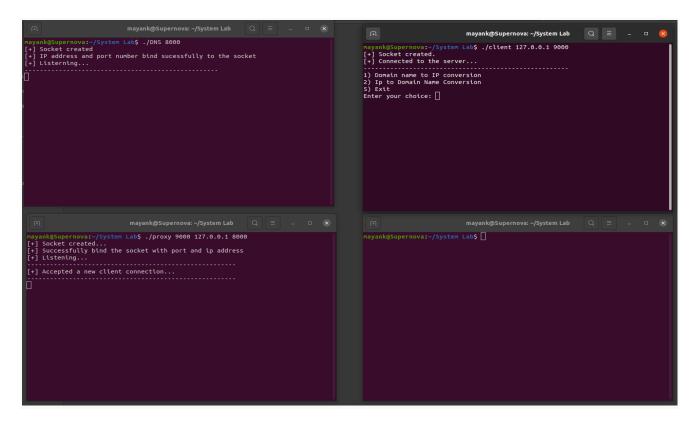
8000: port number of DNS server

./client 127.0.0.1 9000

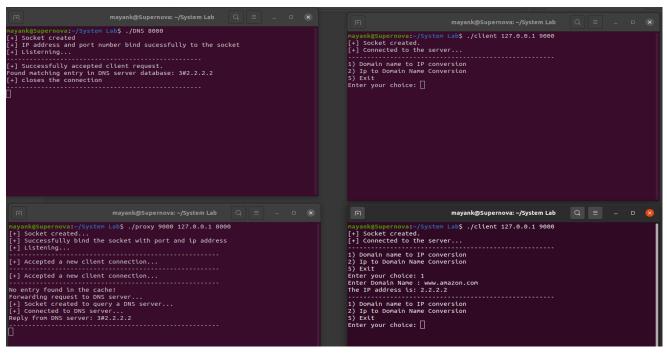
9000: port number of the proxy server

(Open two-terminal and execute the above command to imitate multi-client. We have used fork system call to fork the proxy server each time a new client connection request is received.)

When the client is connected to the proxy server, the proxy server terminal shows the message of a new client connection. However, the DNS server is still listening and no connection request is sent to the DNS server.



3.



On one of the client terminal, select option 1

Enter the domain name: "www.amazon.com"

Since the cache does not contain the IP address of amazon.com, it will connect to the DNS server and request Ip address mapping.

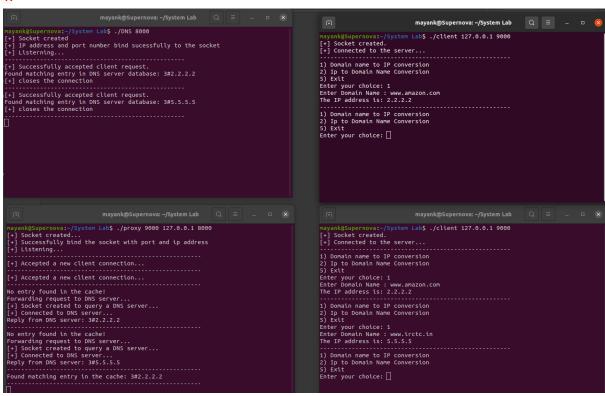
DNS sends the mapping and the connection between proxy and DNS is closed. Proxy updates its cache and sends the IP address to the client.

There are two response types in response from the server.

#3: Message field contains Domain Name/IP address.

#4:Message field contains the error message "entry not found in the database".

4.

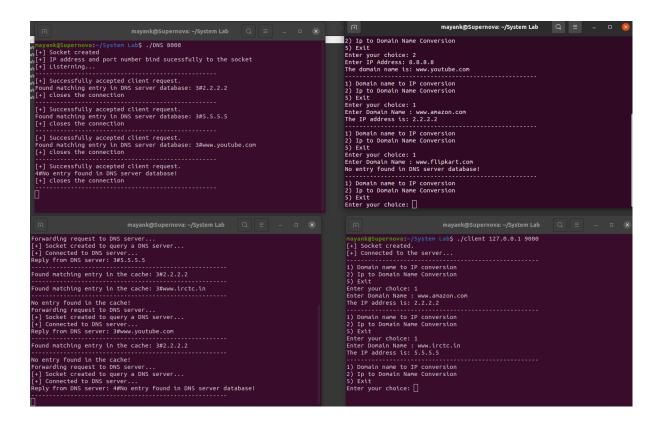


On another client, select type 1 and search for "www.amazon.com"

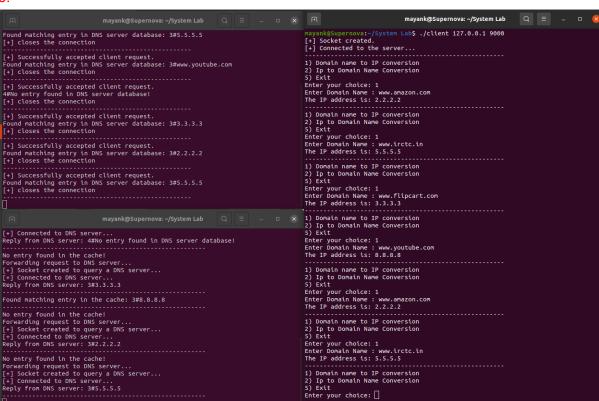
Since in past some other client has already requested the same IP address, the proxy has it stored in the cache and thus need not connect to the DNS server to get the same. Hence, we get the message "Found matching entry in cache" from the proxy terminal.

5. On the client terminal, select option 1 and search "www.flipcart.com"

Since the domain name is wrong, "flipcart" instead of "flipkart", the DNS also respond with type 4 message, which implies that DNS does not have an entry with that name.



6.



On client terminal, search type 1: "www.irctc.in"

The proxy server cache at this moment is full and does not have the "irctc.in" Ip address mapping, thus it connects to the DNS server and requests for mapping.

DNS responds with the IP address and the proxy removes the least frequently used mapping from its cache and updates the new mapping in the cache.

Thus, once the cache is full, the proxy server updates its least frequently used mapping with new mappings to keep the cache updated.

The size of the cache is capped to 3, but it can be updated in the proxy.cpp program file.