Assignment_1 Report

CS18B056

This assignment is about creating an email server and email client.

- The client will take appropriate commands as given in the problem statement and behaves accordingly.
- The client will say the command is invalid if we give some random command as the input which is not mentioned in the problem statement.
- 3. Here for sending the data from server to client or client to server we are using TCP, and first we are sending the number of bytes of the command afterwards we are sending the actual data, so that the socket otherside can receive without losing any data (this can be serious issue when the size of message is very high like ~1e5)
- 4. Remaining part of assignment is just manipulating the files and building a proper IO & network interface

Below is the image of sample sessions carried out on my Linux Machine:

1. Server and Client both running on the same

```
sboxes@osboxes:~/networks/lab1$ ./server 9000
ccepted the connection
ecieved message: ADDU UserA
ecieved message: ADDU UserB
ecieved message: ADDU UserC
ecieved message: USER UserD
   ieved message: LSTU
 cieved message: USER UserA
cieved message: SEND UserA Hi_0
ne:1 la la la ###
  cieved message: SEND UserA Hi 1
  ne:1 bla bla bla ###
   ieved message: READM
 cieved message: READM
 cieved message: DELM
 cieved message: READM
  ieved message: DELM
   ieved message: SEND UserB Hi bruh ###
  rieved message: SEND UserC Hi userc ###
rieved message: SEND UserD Hi bro ###
  cieved message: DONEU
cieved message: USER UserB
   leved message: READM
    eved message: DONEU
  ieved message: QUIT
```

The below are the screenshots of the sample session carried out:

```
osboxes@osboxes:~/networks/lab1$ make
gcc server.c -o server
gcc client.c -o client
osboxes@osboxes:~/networks/lab1$ ./client 127.0.0.1 9000
Connection established with server
Main-Prompt>Adduser UserA
... The user UserA is added Successfully
Main-Prompt>Adduser UserB
... The user UserB is added Successfully
Main-Prompt>Adduser UserC
... The user UserC is added Successfully
Main-Prompt>SetUser UserD
... ERROR: user not available
Main-Prompt>ListUsers
Unsupported Command
Main-Prompt>Listusers
... UserA UserB UserC
Main-Prompt>SetUser UserA
 ... user has been set successfully
Sub-Prompt-UserA>Send UserA
Type Message: Hi 0
Line:1 la la la ###
... Message Sent Successfully
Sub-Prompt-UserA>Send UserA
Type Message: Hi_1
Line:1 bla bla bla ###
... Message Sent Successfully
Sub-Prompt-UserA>Read
... From: UserA
To: UserA
Date: Fri Mar 5 04:02:00 2021
Subject: A text message
Hi 0
Line:1 la la la ###
Sub-Prompt-UserA>Read
... From: UserA
To: UserA
Date: Fri Mar 5 04:02:22 2021
Subject: A text message
Hi_1
Line:1 bla bla bla ###
Sub-Prompt-UserA>Delete
 ... Message Deleted
Sub-Prompt-UserA>Send UserB
Type Message: Hi bruh ###
... Message Sent Successfully
Sub-Prompt-UserA>Send UserC
Type Message: Hi userc ###
... Message Sent Successfully
Sub-Prompt-UserA>Send UserD
Type Message: Hi bro ###
... ERROR: to user doesn't exist
Sub-Prompt-UserA>Done
Main-Prompt>SetUser UserB
... user has been set successfully
Sub-Prompt-UserB>Read
... From: UserA
To: UserB
Date: Fri Mar 5 04:03:12 2021
Subject: A text message
Hi bruh ###
Sub-Prompt-UserB>Done
Main-Prompt>Quit
... The current session with the client ends. The server closes the connection with the client.
```

The below two are the UserB.txt &UserC.txt files generated in this sample session.

```
From: UserA
To: UserB
Date: Fri Mar 5 04:03:12 2021
Subject: A text message
Hi bruh ###
```

```
From: UserA
To: UserC
Date: Fri Mar 5 04:03:21 2021
Subject: A text message
Hi userc ###
```

Client and server running on different machines. SERVER:

```
shakti@ubuntu:~/Downloads/lab1$ ./server 8080
accepted the connection
recieved message: ADDU UserA
recieved message: ADDU UserB
recieved message: USER UserA
recieved message: DELM
recieved message: READM
recieved message: SEND UserB Hi_0 ###
recieved message: SEND UserB Hi_1 ###
recieved message: SEND UserB Hi_2 ###
recieved message: DONEU
recieved message: USER UserB
recieved message: READM
recieved message: READM
recieved message: READM
recieved message: DELM
recieved message: READM
recieved message: DELM
recieved message: READM
recieved message: READM
recieved message: DELM
recieved message: READM
recieved message: DELM
recieved message: DONEU
recieved message: QUIT
```

```
kailgiri@kailgiri-desktop:~/Downloads/lab1$ ./client 192.168.1.4 8080
Connection established with server
Main-Prompt>Adduser UserA
... The user UserA is added Successfully
Main-Prompt>Adduser UserB
... The user UserB is added Successfully
Main-Prompt>SetUser UserA
... user has been set successfully
Sub-Prompt-UserA>Delete
... No More Mail
Sub-Prompt-UserA>Read
... No More Mail
Sub-Prompt-UserA>Send UserB
Type Message: Hi_0 ###
... Message Sent Successfully
Sub-Prompt-UserA>Send UserB
Type Message: Hi 1 ###
... Message Sent Successfully
Sub-Prompt-UserA>Send UserB
Type Message: Hi_2 ###
... Message Sent Successfully
Sub-Prompt-UserA>Done
Main-Prompt>SetUser UserB
... user has been set successfully
Sub-Prompt-UserB>Read
... From: UserA
To: UserB
Date: Fri Mar 5 20:21:40 2021
Subject: A text message
Hi 0 ###
Sub-Prompt-UserB>Read
... From: UserA
To: UserB
Date: Fri Mar 5 20:21:59 2021
Subject: A text message
Hi 1 ###
Sub-Prompt-UserB>Read
... From: UserA
To: UserB
Date: Fri Mar 5 20:22:19 2021
Subject: A text message
Hi 2 ###
Sub-Prompt-UserB>Delete
... Message Deleted
```

```
Sub-Prompt-UserB>Read
... From: UserA
To: UserB
Date: Fri Mar 5 20:21:59 2021
Subject: A text message
Hi 1 ###
Sub-Prompt-UserB>Delete
... Message Deleted
Sub-Prompt-UserB>Read
... From: UserA
To: UserB
Date: Fri Mar 5 20:21:59 2021
Subject: A text message
Hi 1 ###
Sub-Prompt-UserB>Read
... From: UserA
To: UserB
Date: Fri Mar 5 20:21:59 2021
Subject: A text message
Hi 1 ###
```

```
Sub-Prompt-UserB>Delete
... Message Deleted
Sub-Prompt-UserB>Read
... No More Mail
Sub-Prompt-UserB>Delete
... No More Mail
Sub-Prompt-UserB>Done
Main-Prompt-UserB>Done
Main-Prompt>Quit
... The current session with the client ends. The server closes the connection with the client.
kailgiri@kailgiri-desktop:~/Downloads/lab1$
```

The above is the output of the client at a remote location.

Actually I am using Virtual box Ubuntu so port forwarding was bit complicated, I searched a lot and tried things like (making connection bridged/ use NAT networking+ map host and guest ports) but couldn't succeed in that, so I have used my friend's laptops and demonstrated working of server and client running on different machines.

Here is a sample session demonstrating the correctness of the program when the message length is high.

Here message length is 100000.

Sample C++ code to generate input file:

```
osboxes@osboxes:~/networks/lab1$ g++ myprog.cpp -o myprog
osboxes@osboxes:~/networks/lab1$ ./myprog > testcase
osboxes@osboxes:~/networks/lab1$ ./client 127.0.0.1 9000 < testcase
Connection established with server
Main-Prompt>... The user UserA is added Successfully Main-Prompt>... user has been set successfully
Sub-Prompt-UserA>Type Message: ... Message Sent Successfully
Sub-Prompt-UserA>... From: UserA
To: UserA
Date: Fri Mar 5 04:14:33 2021
Subject: A text message
Sub-Prompt-UserA>... Message Deleted
Sub-Prompt-UserA>Main-Prompt>... The current session with the client ends. The server closes the connection with the client.
```

osboxes@osboxes:~/networks/lab1\$./server 9000
accepted the connection
recieved message: ADDU UserA
recieved message: USER UserA
recieved message: SEND UserA 111111111111111111111111111111111111
111111111111111111111111111111111111111
111111111111111111111111111111111111111
111111111111111111111111111111111111111
111111111111111111111111111111111111111
111111111111111111111111111111111111111
111111111111111111111111111111111111111
111111111111111111111111111111111111111
111111111111111111111111111111111111111
recieved message: READM
recieved message: DELM
recieved message: DONEU
recieved message: QUIT
- h 0 h