



## Experiment – 3.2

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Subject Name: Computer Networks Lab Subject Code: 20CSP-342

#### 1.Aim/Overview of the Practical

Using Socket programming implement the Connectionless service using standard Ports in any programming language (Java/Python etc).

#### 2. Task to be Done

Using Socket programming implement the Connectionless service using standard Ports in any programming language (Java/Python etc).

## 3. Application

Requirements:

PC, JDK, CMD/Terminal or any JAVA IDE like IntelliJ.

## 4. Theory:

**Java Networking:** Java Networking is a concept of connecting two or more computing devices together so that we can share resources.

Java socket programming provides facility to share data between different computing devices.

# The java.net package supports two protocols

**TCP:** Transmission Control Protocol provides reliable communication between the senderand receiver. TCP is used along with the Internet Protocol referred as TCP/IP. **UDP:** User Datagram Protocol provides a connection-less protocol service by allowing packet of data to be transferred along two or more nodes.







**Socket:** A socket is an endpoint between two-way communications. Visit next page for Javasocket programming.

**java.net package:** The java.net package provides many classes to deal with networking applications in Java.

### 5. Steps for the practical/ Result/ Output:

- 1. Open any text editor or any JAVA Supported IDE.
- 2. Add the code given below and save file as **DSender** and **DReceiver** respectively with .java extension.
- 3. Run the code on to the IDE or CMD.
- 4. Send message from client side and do the same from the server side.
- 5. You will be able to see the message and the program will be terminated.

#### Code:

### a) DSender.java:

```
import java.net.*;
import java.util.Scanner;
public class DSender {
  public static void main(String[] args) throws Exception { Scanner sc = new Scanner(System.in);
    DatagramSocket ds = new DatagramSocket(); String str = sc.nextLine();
    InetAddress ip = InetAddress.getByName("127.0.0.1");
    DatagramPacket dp = new DatagramPacket(str.getBytes(), str.length(), ip, 3333);
    ds.send(dp);
    ds.close();
```







}

### b) DReceiver.java:

```
package com.company;
import java.net.DatagramPacket;
import java.net.DatagramSocket;
public class DReceiver {
    public static void main(String[] args) throws Exception { DatagramSocket ds = new DatagramSocket(3333);
        byte[] buf = new byte[1024];
        DatagramPacket dp = new DatagramPacket(buf, 1024); ds.receive(dp);
        String str = new String(dp.getData(), 0, dp.getLength());
        System.out.println("Sender says:" + str);
        ds.close();
    }
}
```



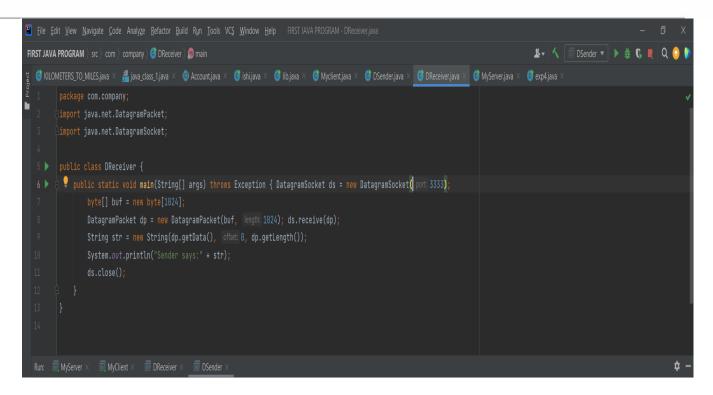


### **Output:**

















# **Learning Outcomes:**

- 1. Leant how to establish connection using java.
- 2. Learnt the creation of connection ports.
- 3. Learned about different networking libraries of JAVA.

## Evaluation Grid (To be created as per the SOP and Assessment guidelines by the faculty):

Sr. No.	Parameters	Marks Obtained	Maximum Marks
1.			
2.			
3.			

