

Computer Network Laboratory

Assignment 1

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Four problems were given for this assignment. They are, Question 1:

Fork two children, and four grandchildren, and print their process ids' in the console

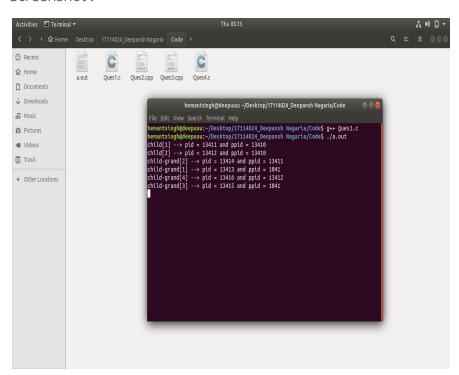
Algorithms used:

1. Busy waiting.

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.

Screenshot:



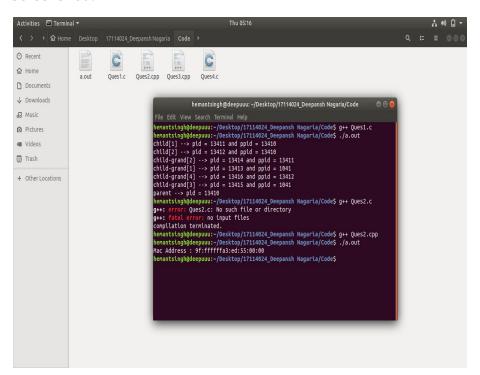
Question 2:

Print the Media Control Access address of your computer.

Algorithms used:

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

Screenshot:



Question 3:

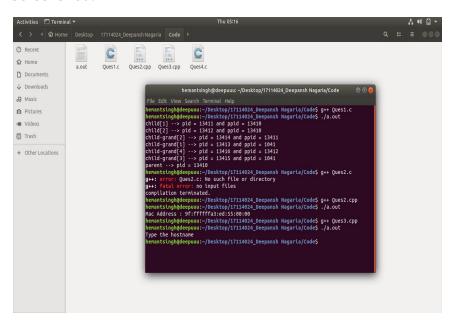
Write a ping program in C.

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.

Screenshot:



Question 4:

Print the IP address when a hostname is given.

Algorithms used:

- 1. gethostbyname: returns details about a host if we give a hostname.
- 2. inet_ntoa: returns the dots-and-numbers string format of the IP address.

Data Structures used:

- 1. hostent: To store the return value of gethostbyname().
- 2. in_addr: To store the internet address.

Screenshot:

