## **Computer and Networks Laboratory**

## **Assignment 2**

```
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```

## **Problems**

1. Write a socket program in C to connect two nodes on a network to communicate with each other, where one socket listens on a particular port at an IP, while other socket reaches out to the other to form a connection.

## Solution

Main listener Loop

```
while (1)
{
    new_socket = accept(server_fd, (struct sockaddr *)&address, (socklen_t *)&addrlen);
    if (new_socket < 0)
    {
        raise_error("accept");
    }
    valread = read(new_socket, buffer, 1024);
    printf("Client: %s\n", buffer);
    send(new_socket, connection_reply, strlen(connection_reply), 0);
    printf("Hello message sent\n");
}</pre>
```

Dynamic Port Allocation

```
while (bind(server_fd, (struct sockaddr *)&address, sizeof(address)) < 0)
{
    address.sin_port = htons(++port);
}</pre>
```

Server running on left side and client running on right side.

```
> ./server
Runninggon port 8080 am Indian Time).
Client: 'Hello from client client success is starting early. You can always
ip or <filename>.tar.gz) must contain the
```

2. Write a C program to demonstrate both Zombie and Orphan process.

Orphan

```
if (pid > 0)
{
    printf("In parent process\n");
```

```
printf("Parent process terminated\n");
}
else if (pid == 0)
{
    printf("Started child process\n");
    sleep(5);
    printf("Child process terminated\n");
}
```

```
In parent process

Parent process terminated

Started child process

-/p/p/c/m/orphan-zombie Child process terminated
```

Zombie

```
if (child_pid > 0)
{
    printf("Parent process started\n");
    sleep(5);
    printf("Parent process finished\n");
}
else
{
    printf("Child process started and terminated\n");
    exit(0);
}
```

Parent process started
Child process started and terminated
Parent process finished