Secure Internet Application Development

CPS 499-63/592-65, Summer 2017

LAB 2: A Simple TCP Client application in C

Code:

```
#include <stdio.h>
#include <stdlib.h>
#include <sys/types.h>
#include <sys/socket.h>
#include<netdb.h>
#include<string.h>
int main(int argc, char *argv[])
        char *servername;
        char *path;
        int port;
        printf("Client program \n");
        if(argc!=3)
        {
                printf("Usage : %s <server> <port> \n", argv[0]);
                exit(0);
        }
        servername = argv[1];
        path=argv[2];
```

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```
port = atoi(argv[2]);
        printf("Servername= %s , port=%d \n",servername,port);
       int sockfd;
       sockfd = socket(AF_INET, SOCK_STREAM, 0);
       if(sockfd<0)
       {
               perror("ERROR opening socket");
       }
       struct hostent *server_he; //an host address entry
       if ((server_he = gethostbyname(servername)) == NULL)
       {
            perror( " error in gethostbyname");
            return 2;
       }
       struct sockaddr_in serveraddr; // store the server's address
       //prepare to copy: clear sockaddr_in structure
       /* (In network programming, we often need to initialize a field, copy the contents of one field to
       another */
        bzero((char *) &serveraddr, sizeof(serveraddr));
       //set the family to AF_INET (IPv4)
       serveraddr.sin_family = AF_INET;
       /* copy the server' address from gethostbyname(..), //return in struct hostent (stored in
*server_he) */
```

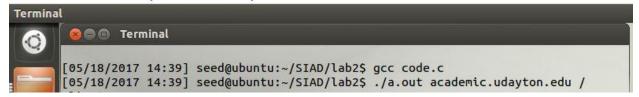
```
bcopy((char *)server_he->h_addr,
(char *)&serveraddr.sin_addr.s_addr,
server_he->h_length);
serveraddr.sin_port = htons(port);
if(connect(sockfd, (struct sockaddr *) &serveraddr, sizeof(serveraddr)) < 0)
{
        perror("Cannot connect to the server");
        exit(0);
}
else
        printf("Connected to the server");
char request[255];
sprintf(request,"GET /%s HTTP/1.0\r\nHost:%s\r\n\r\n",path,servername);
char *msg = "GET / HTTP/1.0\r\n\r\n";
int bytes_sent;
printf("message:%s",request);
bytes_sent = send(sockfd, msg, strlen(msg), 0);
char buffer[1024];
bzero(buffer,1024);
int byte_received;
bzero(buffer, 1024);
byte_received = recv(sockfd, buffer , 1024, 0);
if(byte_received < 0)
  error ("ERROR reading from socket");
printf("Message received : %s", buffer);
close(sockfd);
return 0;
```

}

Screenshots:

Input URL 1:

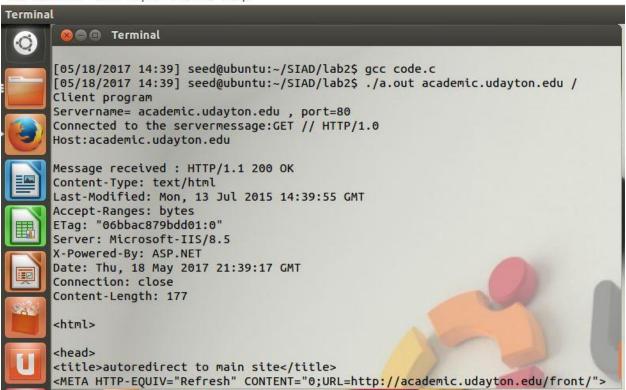
LAB1 [Running] - Oracle VM VirtualBox
File Machine View Input Devices Help



Output 1:

LAB1 [Running] - Oracle VM VirtualBox

File Machine View Input Devices Help



Explanation:

In this example, an URL is the input: the call will be sent to the server and a HTTP Response will be displayed.

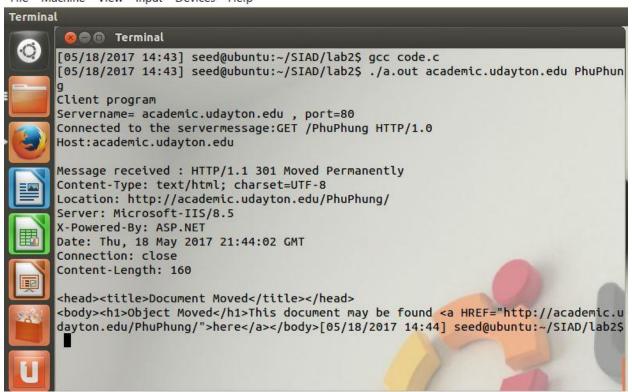
HTTP/1.1 200 OK - Successful HTTP Response

Input URL 2:



Output 2:





Explanation:

In this example, an URL is the input: the call will be sent to the server and a HTTP Response will be displayed.

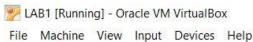
HTTP/1.1 301 Moved Permanently – HTTP Response which indicates that site is moved to another location permanently

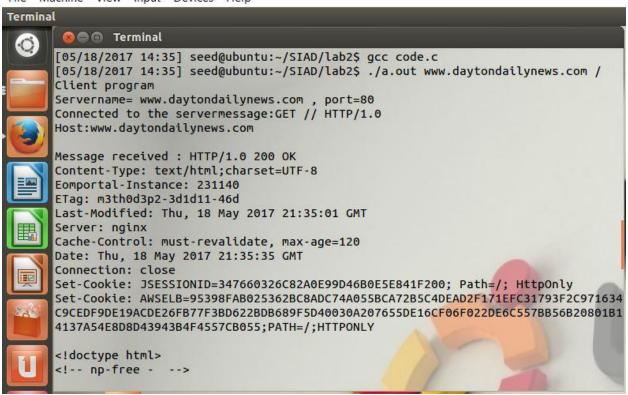
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Input URL 3:



Output 3:





Explanation:

In this example, an URL is the input: the call will be sent to the server and a HTTP Response will be displayed.

HTTP/1.1 200 OK - Successful HTTP Response