Computer Networks Lab Midterm Project

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UDP Pinger

Client Side (Code):

```
1 import sys, time
   from socket import *
4 argv = sys.argv
5 host = argv[1]
6 port = argv[2]
7 \quad timeout = 1
9 clientsocket = socket(AF_INET, SOCK_DGRAM)
10 clientsocket.settimeout(timeout)
12 port = int(port)
   ptime = 0
   while ptime < 10:
       ptime += 1
       data = "Ping " + str(ptime) + " " + time.asctime()
       try:
            RTTb = time.time()
            clientsocket.sendto(data.encode(),(host, port))
           message, address = clientsocket.recvfrom(1024)
            RTTa = time.time()
            print("Reply from " + address[0] + ": " + message.decode())
            print("RTT: " + str(RTTa - RTTb))
       except:
            print ("Request timed out.")
           continue
35 clientsocket.close()
```

Client Side(Output):

```
(base) PS H:\01 - Computer Networks\Lab Mid> python UDP_Pinger_Client.py
Reply from 192.168.0.108: Hello
RTT: 0.0
Reply from 192.168.0.108: Hello
RTT: 0.0
Reply from 192.168.0.108: Hello
RTT: 0.0009982585906982422
Reply from 192.168.0.108: Hello
RTT: 0.0
```

Server Side (Code):

```
1 import sys
2 from socket import *
4 if len(sys.argv) != 2:
       print("Usage: python server.py <port>")
       sys.exit(1)
8 port = int(sys.argv[1])
10 if port < 0 or port > 65535:
       print("Error: Port must be in the range 0-65535.")
       sys.exit(1)
14 serversocket = socket(AF_INET, SOCK_DGRAM)
15 serversocket.bind(('', port))
print(f"UDP server up and listening on port {port}...")
18 while True:
       message, client_address = serversocket.recvfrom(1024)
       print(f"Received message: {message.decode()} from {client_address}")
       serversocket.sendto("Hello".encode(), client_address)
       print(f"Sent response to {client_address}")
```

Server Side (Output):

```
(base) PS H:\01 - Computer Networks\Lab Mid> python -u "h:\01 - Computer Networks\Lab Mid\server.py
UDP server up and listening on port 8888...
Received message: Ping 1 Sun Oct 27 20:11:27 2024 from ('192.168.0.108', 55690)
Sent response to ('192.168.0.108', 55690)
Received message: Ping 2 Sun Oct 27 20:11:27 2024 from ('192.168.0.108', 55690)
Sent response to ('192.168.0.108', 55690)
Received message: Ping 3 Sun Oct 27 20:11:27 2024 from ('192.168.0.108', 55690)
Sent response to ('192.168.0.108', 55690)
Received message: Ping 4 Sun Oct 27 20:11:27 2024 from ('192.168.0.108', 55690)
Sent response to ('192.168.0.108', 55690)
Received message: Ping 5 Sun Oct 27 20:11:27 2024 from ('192.168.0.108', 55690)
Sent response to ('192.168.0.108', 55690)
Received message: Ping 6 Sun Oct 27 20:11:27 2024 from ('192.168.0.108', 55690)
Sent response to ('192.168.0.108', 55690)
Received message: Ping 7 Sun Oct 27 20:11:27 2024 from ('192.168.0.108', 55690)
Sent response to ('192.168.0.108', 55690)
Received message: Ping 8 Sun Oct 27 20:11:27 2024 from ('192.168.0.108', 55690)
Sent response to ('192.168.0.108', 55690)
Received message: Ping 9 Sun Oct 27 20:11:27 2024 from ('192.168.0.108', 55690)
Sent response to ('192.168.0.108', 55690)
Received message: Ping 10 Sun Oct 27 20:11:27 2024 from ('192.168.0.108', 55690)
Sent response to ('192.168.0.108', 55690)
```

Basically, we made a UDP pinger that pings the server 10 times and calculate the Round Trip Time (RTT) each time.

Web Server

Web Server (Code):

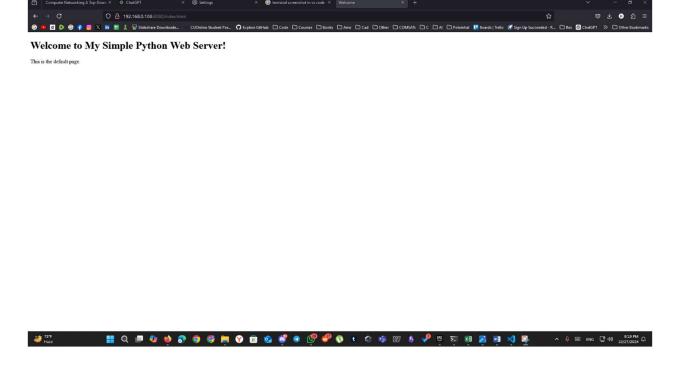
```
1 import socket
   import sys
   serverPort = 8080
6 serverSocket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
   serverSocket.bind(('', serverPort))
9 serverSocket.listen(1)
10 print(f"The server is ready to receive on port {serverPort}...")
   while True:
        connectionSocket, addr = serverSocket.accept()
        print(f"Received a connection from: {addr}")
        trv:
            request = connectionSocket.recv(1024).decode()
           print(f"Request:\n{request}")
            request_line = request.splitlines()[0]
            print(request_line)
            filename = request_line.split()[1]
           if filename.startswith('/'):
                filename = filename[1:]
           with open(filename, 'r') as f:
                outputdata = f.read()
                response_header = "HTTP/1.1 200 OK\r\n"
                response_header += "Content-Type: text/html\r\n"
                response_header += "Content-Length: {}\r\n".format(len(outputdata))
                response_header += "\r\n"
                connectionSocket.send(response_header.encode())
                connectionSocket.send(outputdata.encode())
        except IOError:
           response_header = "HTTP/1.1 404 Not Found\r\n"
            response_header += "Content-Type: text/html\r\n"
            response_header += "\r\n"
            response body = "<html><body><h1>404 Not Found</h1></body></html>"
            connectionSocket.send(response_header.encode())
            connectionSocket.send(response_body.encode())
            connectionSocket.close()
```

Web Server (Output):

```
(base) PS H:\01 - Computer Networks\Lab Mid> python -u "h:\01 - Computer Networks\Lab Mid\Websever.py"
The server is ready to receive on port 8080...
Received a connection from: ('192.168.0.108', 51284)
Request:
GET /index.html HTTP/1.1
Host: 192.168.0.108:8080
User-Agent: Mozilla/5.0 (Windows NT 10.0; Win64; x64; rv:131.0) Gecko/20100101 Firefox/131.0
Accept: text/html,application/xhtml+xml,application/xml;q=0.9,image/avif,image/webp,image/png,image/svg+xml,*/*;q=0.8
Accept-Language: en-US,en;q=0.5
Accept-Encoding: gzip, deflate
Connection: keep-alive
Upgrade-Insecure-Requests: 1
Priority: u=0, i

GET /index.html HTTP/1.1
```

Web Server (Action):



A Web Server is made that sends the requested file from server on request if it is present.

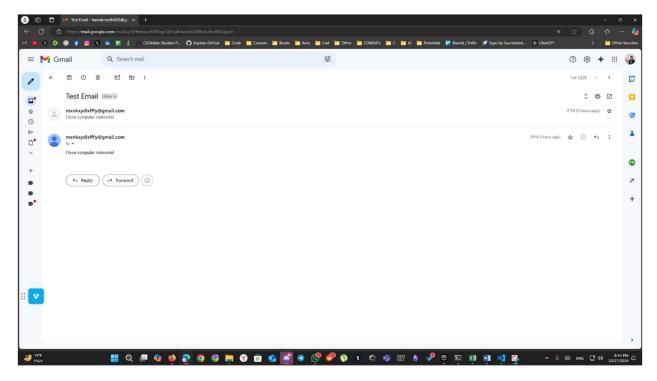
SMTP Mail Sender(GMail)

SMTP Mail Sender (Code):

```
import socket
   import ssl
3 import base64
5 email = "mxnkxydlxfffy@gmail.com"
6 password = "trtt djzt rkae vvlr"
7 msg = 'I love computer networks!'
9 mailserver = 'smtp.gmail.com'
10 port = 587
12 clientSocket = socket.socket(socket.AF INET, socket.SOCK STREAM)
13 clientSocket.connect((mailserver, port))
14 recv = clientSocket.recv(1024).decode()
15 print(recv)
17 heloCommand = 'HELO gmail.com\r\n'
18 clientSocket.send(heloCommand.encode())
19 recv = clientSocket.recv(1024).decode()
20 print(recv)
22 clientSocket.send(b'STARTTLS\r\n')
23 recv = clientSocket.recv(1024).decode()
24 print(recv)
26 context = ssl.create_default_context()
27 clientSocket = context.wrap_socket(clientSocket, server_hostname=mailserver)
29 clientSocket.send(heloCommand.encode())
30 recv = clientSocket.recv(1024).decode()
31 print(recv)
33 clientSocket.send(b'AUTH LOGIN\r\n')
34 recv = clientSocket.recv(1024).decode()
35 print(recv)
```

```
37 clientSocket.send(base64.b64encode(email.encode()) + b'\r\n')
38 recv = clientSocket.recv(1024).decode()
39 print(recv)
41 clientSocket.send(base64.b64encode(password.encode()) + b'\r\n')
42 recv = clientSocket.recv(1024).decode()
43 print(recv)
45 if recv[:3] != '235':
        print('Authentication failed.')
        clientSocket.close()
        exit()
50 clientSocket.send(f'MAIL FROM: <{email}>\r\n'.encode())
51 recv = clientSocket.recv(1024).decode()
52 print(recv)
54 recipient_email = 'hamdansethi003@gmail.com'
55 clientSocket.send(f'RCPT TO: <{recipient_email}>\r\n'.encode())
56 recv = clientSocket.recv(1024).decode()
57 print(recv)
59 clientSocket.send(b'DATA\r\n')
60 recv = clientSocket.recv(1024).decode()
61 print(recv)
63 clientSocket.send(b'SUBJECT: Test Email\r\n\r\n')
64 clientSocket.send(msg.encode() + endmsg.encode())
66 recv = clientSocket.recv(1024).decode()
67 print(recv)
69 clientSocket.send(b'QUIT\r\n')
70 recv = clientSocket.recv(1024).decode()
71 print(recv)
73 clientSocket.close()
```

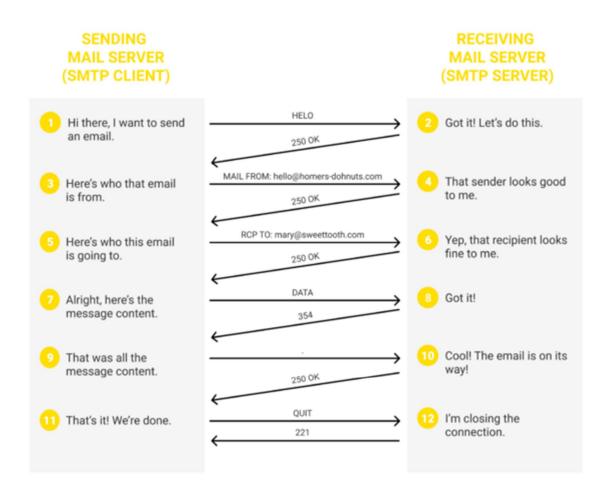
SMTP Mail Sender (Output):



We made an SMTP Mail Sender, that sends mail.

Here is the SMTP Mail Format:

Postmark



Proxy Server

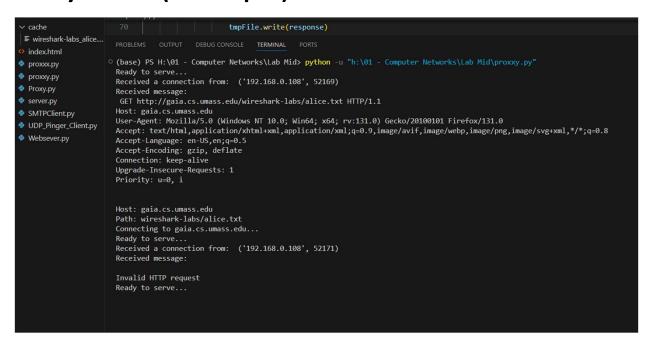
Proxy Server(Code):

```
••
    from socket import *
    import sys
    import os
 5 IP_ADDRESS = "192.168.0.108"
 6 PORT = 8888
 8 serverSocket = socket(AF_INET, SOCK_STREAM)
 9 serverSocket.bind((IP_ADDRESS, PORT))
10 serverSocket.listen(100)
12 CACHE DIR = "./cache"
13 if not os.path.exists(CACHE_DIR):
        os.makedirs(CACHE_DIR)
16 while True:
        print("Ready to serve...")
        clientSocket, addr = serverSocket.accept()
        print("Received a connection from: ", addr)
        message = clientSocket.recv(1024).decode('utf-8', errors='ignore')
        print("Received message:\n", message)
        parts = message.split()
        if len(parts) < 3:
            print("Invalid HTTP request")
            clientSocket.send(b"HTTP/1.0 400 Bad Request\r\n\r\n")
            clientSocket.close()
            continue
        method = parts[0]
        url = parts[1]
        hostn = url.split("//")[-1].split("/")[0]
        path = "/".join(url.split("/")[3:])
        print("Host:", hostn)
        print("Path:", path)
        cache_file_path = os.path.join(CACHE_DIR, path.replace("/", "_"))
```

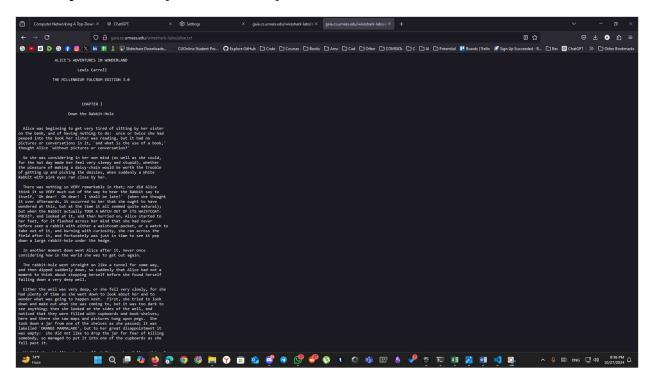
```
if method == "GET":
   try:
        with open(cache_file_path, "rb") as f:
            data = f.read()
            clientSocket.send(b"HTTP/1.0 200 OK\r\n")
            clientSocket.send(b"Content-Type: text/html\r\n")
            clientSocket.send(b"\r\n")
            clientSocket.send(data)
            print("Read from cache")
   except IOError:
        print(f"Connecting to {hostn}...")
        c = socket(AF_INET, SOCK_STREAM)
            c.connect((hostn, 80))
            request = f"GET /{path} HTTP/1.0\r\nHost: {hostn}\r\n\r\n"
            c.send(request.encode())
            response = bytearray()
            while True:
                buff = c.recv(4096)
                if not buff:
                    break
                response.extend(buff)
            clientSocket.send(response)
            with open(cache_file_path, "wb") as tmpFile:
                tmpFile.write(response)
        except Exception as e:
            print("Illegal Request:", e)
            clientSocket.send(b"HTTP/1.0 404 Not Found\r\n\r\n")
        finally:
            c.close()
```

```
elif method == "POST":
    print("Forwarding POST request to the server...")
    c = socket(AF_INET, SOCK_STREAM)
   try:
        c.connect((hostn, 80))
        c.send(message.encode())
        response = bytearray()
        while True:
            buff = c.recv(4096)
            if not buff:
                break
            response.extend(buff)
        clientSocket.send(response)
   except Exception as e:
        print("Error forwarding POST request:", e)
        clientSocket.send(b"HTTP/1.0 500 Internal Server Error\r\n\r\n")
    finally:
        c.close()
    print("Unsupported HTTP method")
    clientSocket.send(b"HTTP/1.0 405 Method Not Allowed\r\n\r\n")
clientSocket.close()
```

Proxy Server (1st Output):



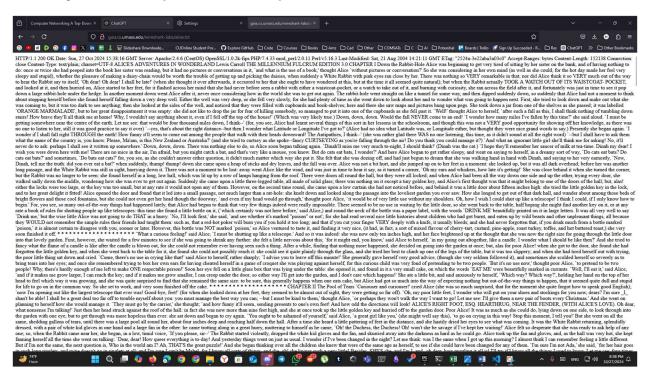
Proxy Server (1st Action):



Proxy Server (2nd Output):

```
Received a connection from: ('192.168.0.108', 52195)
GET http://gaia.cs.umass.edu/wireshark-labs/alice.txt HTTP/1.1
Host: gaia.cs.umass.edu
User-Agent: Mozilla/5.0 (Windows NT 10.0; Win64; x64; rv:131.0) Gecko/20100101 Firefox/131.0
Accept: text/html,application/xhtml+xml,application/xml;q=0.9,image/avif,image/webp,image/png,image/svg+xml,*/*;q=0.8
Accept-Language: en-US,en;q=0.5
Accept-Encoding: gzip, deflate
Connection: keep-alive
Upgrade-Insecure-Requests: 1
Priority: u=0, i
Host: gaia.cs.umass.edu
Path: wireshark-labs/alice.txt
Read from cache
Ready to serve...
Received a connection from: ('192.168.0.108', 52196)
Invalid HTTP request
Ready to serve...
```

Proxy Server (2nd Action):



We made a Proxy Server that act as a middle server between the client and original server.

First time, when the file was searched, it was not in the cache, so Proxy Server forwarded the Request to Original Server, obtained a copy of it and saved it in cache while also sending it to the Client.

Second time, when client requests the same file, it checks the cache and sends the file directly.