



Name of the Subject: Distributed Computer Subject Code: IT-717
Seat No: IT076 Student ID: 18ITUBN116 Branch/Sem: IT-VII

1031 (a)

Attempt the following:-

(i)

```
<xs: SimpleType name = "PlayerType">
  <xs: restriction base = "xs:token">
    <xs: enumeration value = "Batsman"/>
    <xs: enumeration value = "Bowler"/>
    <xs: enumeration value = "All-Rounder"/>
  </xs: restriction>
</xs: SimpleType>
```

~~Q3~~

```
<xs: ComplexType name = "PlayerlistType">
  <xs: sequence>
    <xs: element name = "Name" type = "xs:String"/>
    <xs: element name = "Age" type = "xs:integer"/>
    <xs: element name = "gender" type = "xs:String"/>
    <xs: SimpleType>
      <xs: restriction base = "xs:String">
        <xs: pattern value = "male|female"/>
      </xs: restriction>
    </xs: SimpleType>
  </xs: element>
  <xs: element name = "Team" type = "xs:String">
    <xs: SimpleType name = "Role">
      <xs: list itemType = "PlayerType"/>
    </xs: SimpleType>
  </xs: SimpleType>
</xs: sequence>
</xs: ComplexType>
```



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<xs:element name="player" type="playerlistType"/>

Q3) b)

Server.c.

```
#include <sys/types.h>
#include <sys/socket.h>
#include <stdio.h>
#include MAXLINE SIZE 100
#define SERV_PORT 8000
```

```
int main ( int argc, char** argv)
{
```

```
    int sockfd;
```

```
    struct sockaddr_in servaddr, cliaddr;
```

```
    int n;
```

```
    socklen_t len;
```

```
    char msg[ MAXLINE SIZE];
```

```
    sockfd = socket (AF_INET, SOCK_DGRAM, 0);
```

```
    bzero (&servaddr, sizeof (servaddr));
```

```
    servaddr.sin_family = AF_INET;
```

```
    servaddr.sin_s_addr = htonl (INADDR_ANY);
```

```
    servaddr.sin_port = htons (SERV_PORT);
```

```
    bind (sockfd, (struct sockaddr*)&servaddr,
          sizeof (servaddr));
```

```
    for (; ; ) {
```

```
        len = sizeof (cliaddr);
```

```
        n = recvfrom (sockfd, msg, MAXLINE SIZE, 0,
                     (struct sockaddr*)&cliaddr, &len);
```




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```
Sendto (sockfd, msg, 0, n (struct, sockaddrs ^)  
      & cliaddr, len);
```

```
}
```

Client.c

```
int main (int argc, char** argv)
```

```
{
```

```
    int sockfd, n;
```

```
    struct sockaddrs_in servaddr;
```

```
    char sendline [MAXLINE], recvline [MAXLINE];
```

```
    if (argc != 2) {
```

```
        fprintf(stderr, "Usage: %s IP-Address\n",  
                argv[0]);
```

```
        exit(-1);
```

```
    }
```

```
    sockfd = socket (AF_INET, SOCK_DGRAM, 0);
```

```
    Sendto (sockfd, sendline, strlen (sendline), 0,
```

```
           (struct sockaddrs ^) & servaddr, sizeof  
           (servaddr));
```

```
    n = recvfrom (sockfd, recvline, MAXLINE, 0, NULL);
```

```
    fput (recvline, stdout);
```

```
}
```



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Q2 (a) XML Schema.

- XML document to serve as a purchase order to be sent to different client.
- XML document sent has the same element names & hierarchical structure.
- With standard element names & structure, a system could be created to handle all incoming XML automated.
- A Schema is allowed the acceptance of XML documents with a standardized elements name & hierarchical structure.
- XML document Schema is created using Schema Definition language.
- eg,

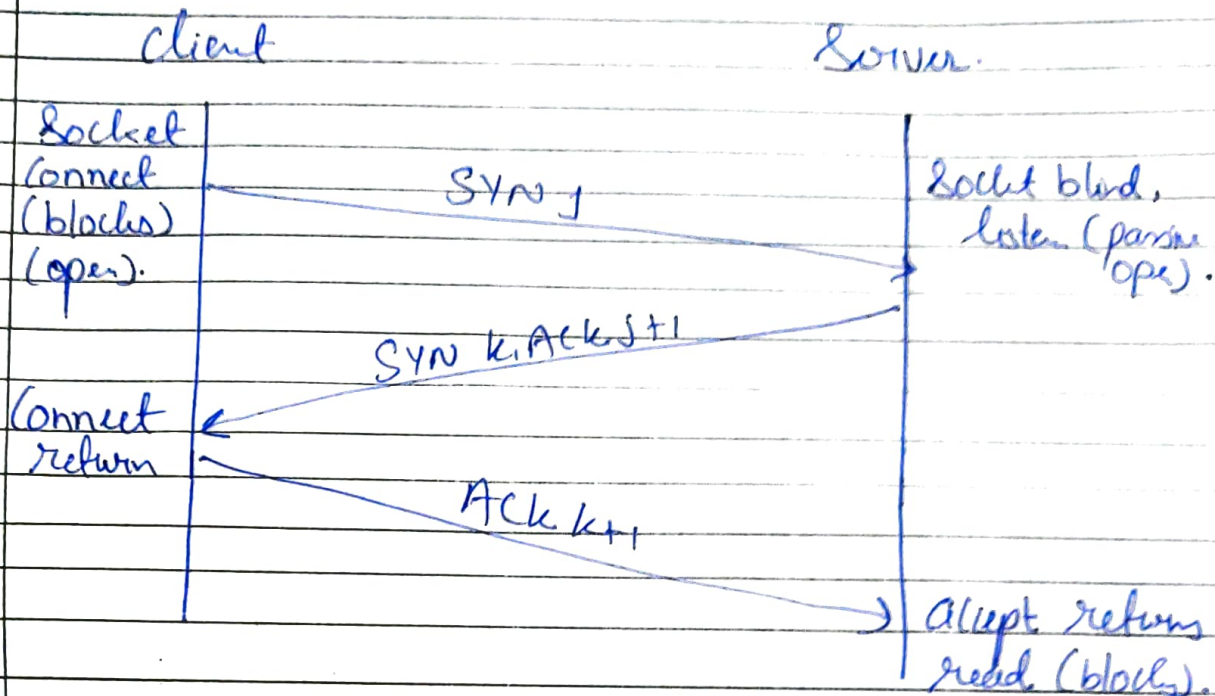
```
<?xml version="1.0" encoding="UTF-8"?>
<xs:schema xmlns:xs="http://www.w3.org/2001/XMLSchema" >
  <xs:element name="Contact">
    <xs:complexType>
      <xs:sequence>
        <xs:element name="name" type="xs:string"/>
        <xs:element name="phone" type="xs:int"/>
      </xs:sequence>
    </xs:complexType>
  </xs:element>
</xs:schema>
```




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Q2 1G TCP Connection.



- This is normally done by the calling `socket`, `bind` & `listen` function, & it is called a passive open.
- The client issues an active open by calling `connect` call.
- This will cause the client process to initialize Three way Handshake Sequence.
- In the client, TCP send a "synchronizing" (SYN) to the ~~to~~ initialize sequence, TCP header & possible TCP option.
- The server TCP must ACK the client.