Socket Programming Training



In this training, you will solve **three detective-themed cases** designed to teach the fundamentals of **socket programming**, **TCP stream handling**, and **HTTP request analysis**.

You will step into the shoes of a **network detective**, uncovering hidden clues, scanning ports, and dissecting raw HTTP requests to solve mysteries.

X Problem Statements

🕵 Task #1: The Missing Message Mystery

Scenario

Alice tries to send "HELLO WORLD" to Bob's server. However, Bob only receives part of the message. As the detective, your job is to **investigate why the message is incomplete** and fix the issue so Bob receives the full string.

Code Provided

Server (Bob - Victim):

```
# server.py
import socket

server = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
server.bind(('localhost', 9999))
server.listen(1)
print(" Bob's server is listening...")

client_socket, address = server.accept()
message = client_socket.recv(8)
print(f" Bob received: '{message.decode()}'")
client_socket.close()
```

Client (Alice - Sender):

```
1 # client.py
2 import socket
3
4 client = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
5 client.connect(('localhost', 9999))
6 client.send("HELLO WORLD".encode())
7 print(" Alice sent: 'HELLO WORLD'")
8 client.close()
```

@ Expected Outcome

After fixing the server to correctly handle TCP streams:

1. Run server.py:

```
1 $ python3 server.py
```

2. Run client.py:

```
1 $ python3 client.py
```

3. Correct output should be:

```
1 Bob received: 'HELLO WORLD'
2
```

- Task #2: The Port Scanner Probe
- ★ Scenario

A detective always checks locked and unlocked doors. Similarly, you will create a **simple port scanner** that tests whether a given port on a host is **open** or **closed**.

- Hints:
- Use socket.connect().
- Wrap the connection attempt inside try/except blocks.
- Example Input & Output

Case 1: Input → Host: localhost, Port: 22

```
1 Port 22 on localhost is Open
2
```

Case 2: Input → Host: google.com, Port: 8000

```
1 Port 8000 on google.com is Close
```

- Task #3: The Curl Detective Mystery
- Scenario

Detectives often record every clue exactly as found. Similarly, you will build a **Python server** (Server.py) that accepts **HTTP requests sent via curl** and prints the **raw request exactly** as received.

Important notes:

- · Use only socket programming
- You do not need to send a response back to curl.
- Curl may display an error such as:

```
1 curl: (52) Empty reply from server
```

This is expected.

• In some cases (large body requests), curl may also show:

```
1 curl: (56) Recv failure: Connection reset by peer
```

This happens if the server closes the connection without reading the full request stream.

Ensure you read the complete message using repeated recv(BUFFER_SIZE) calls.

Test Cases

```
# 1. Simple GET
curl http://localhost:9090/test

# 2. POST with small body
curl -X POST http://localhost:9090/test -d "Detective at work"

# 3. POST with large body (forces multiple recv calls)
curl -X POST http://localhost:9090/bigdata -d "$(python3 -c "print('X'*5000)")"
```

© Sample Expected Output

GET Request:

```
1 GET /test HTTP/1.1
2 Host: localhost:9090
3 User-Agent: curl/8.4.0
4 Accept: */*
```

POST (small body):

```
1 POST /test HTTP/1.1
2 Host: localhost:9090
3 User-Agent: curl/8.4.0
4 Accept: */*
5 Content-Length: 17
6 Content-Type: application/x-www-form-urlencoded
7
8 Detective at work
9
```

POST (large body):

```
1 POST /bigdata HTTP/1.1
2 Host: localhost:9090
```

© Deliverables

By the end of this training, you should submit:

- 1. Task #1 → Fixed server code + screenshot/log showing "HELLO WORLD" fully received.
- 2. **Task #2** \rightarrow A Python script (**scanner.py**) that scans **localhost:22** and prints whether it's open or closed.
- 3. **Task #3** → A Python server (Server.py) that handles and prints **raw curl requests** (headers + body).