

## Week #5

# Simple Client-Server Application using Network Socket Programming

NAME:T.LOHITH SRINIVAS

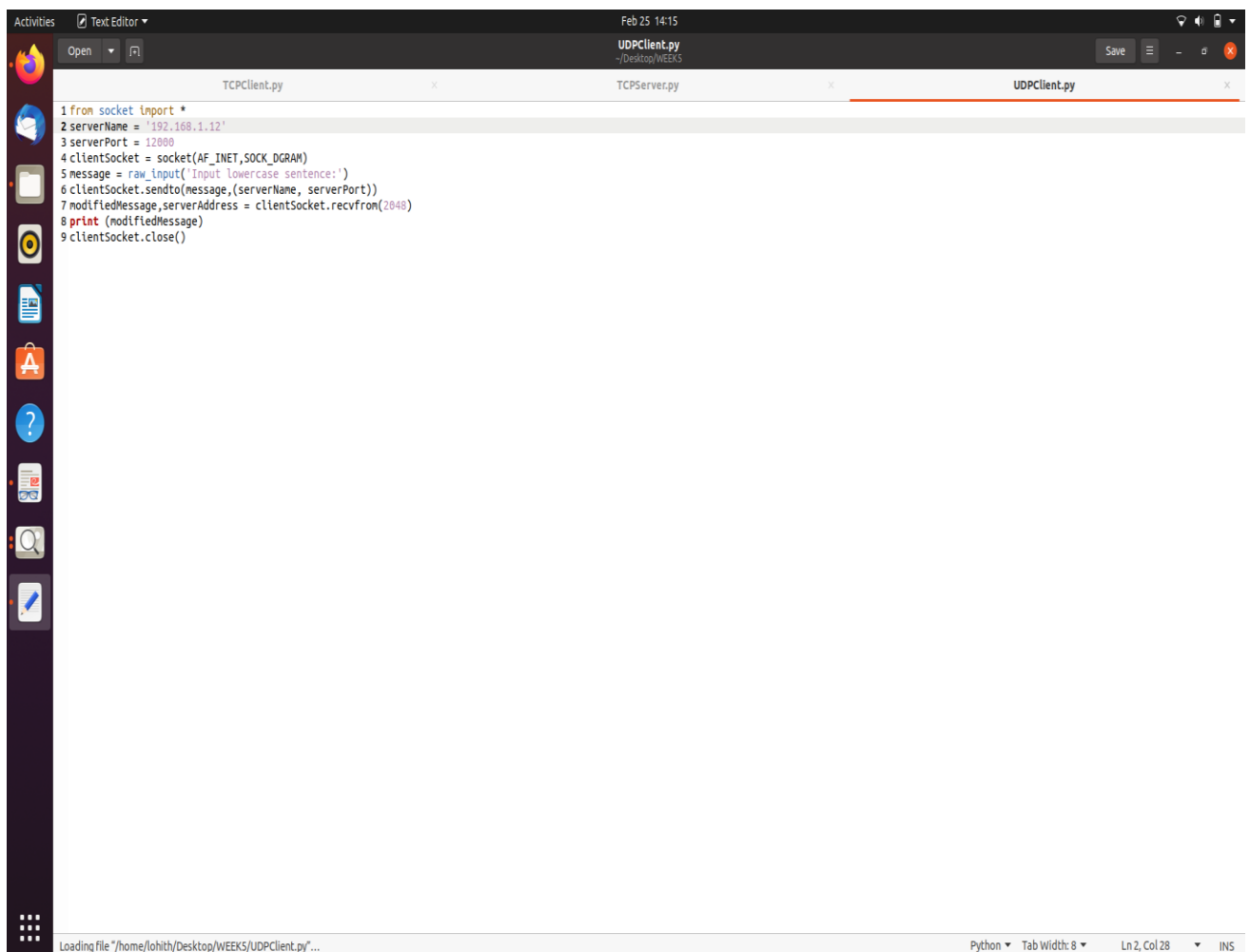
SECTION:D

SRN-PES2UG19CS203

## Task 1

### Socket Programming with UDP

#### UDPClient.py



```
1 from socket import *
2 serverName = '192.168.1.12'
3 serverPort = 12000
4 clientSocket = socket(AF_INET, SOCK_DGRAM)
5 message = raw_input('Input lowercase sentence:')
6 clientSocket.sendto(message, (serverName, serverPort))
7 modifiedMessage, serverAddress = clientSocket.recvfrom(2048)
8 print(modifiedMessage)
9 clientSocket.close()
```

Activities Text Editor Feb 25 14:15

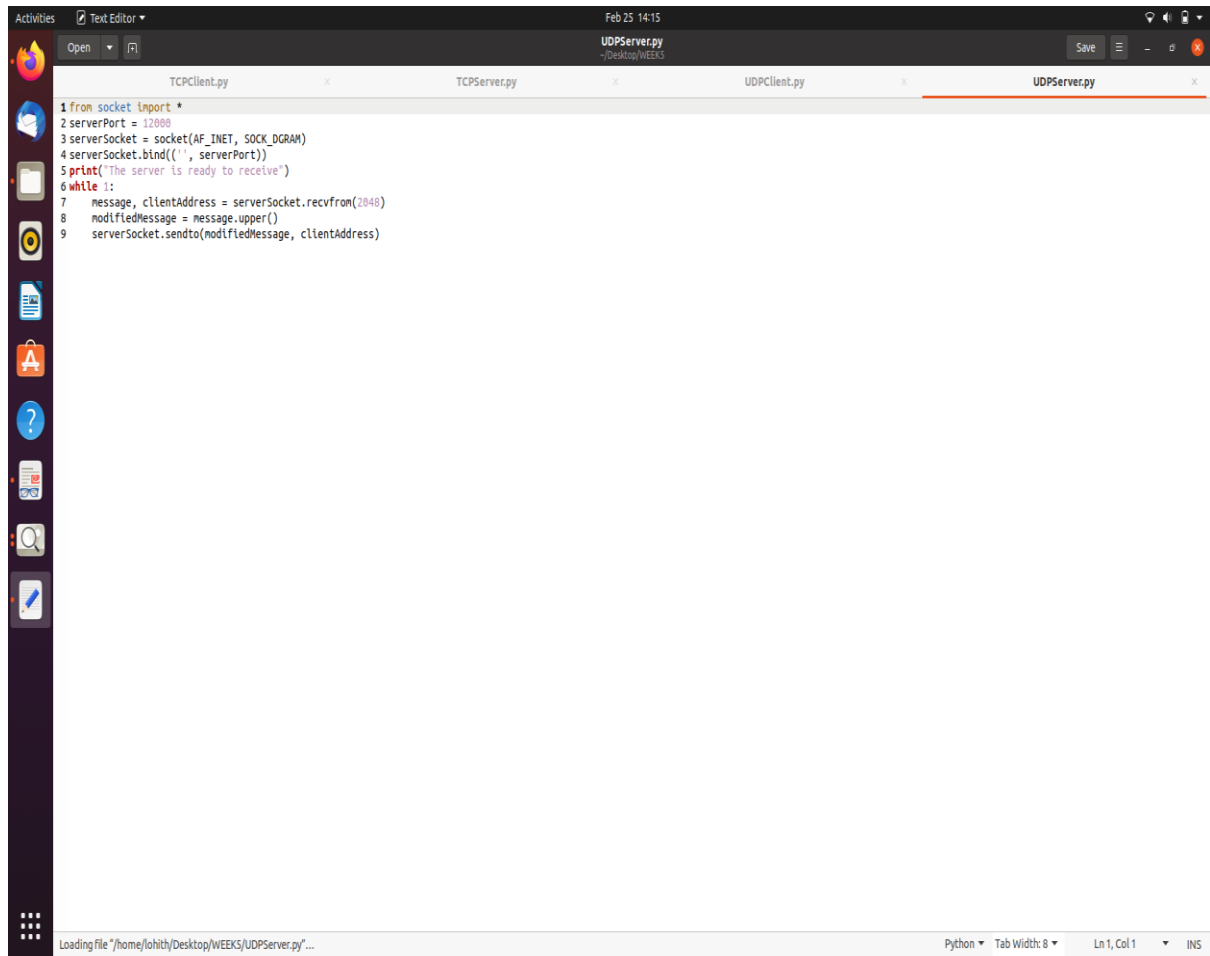
Open UDPClient.py ~Desktop/WEEK5 Save

TCPClient.py TCPServer.py UDPClient.py

Loading file "/home/lohith/Desktop/WEEK5/UDPClient.py"...

Python Tab Width: 8 Ln 2, Col 28 INS

# UDPServer.py



The screenshot shows a Linux desktop with a dark theme. On the left is a vertical dock with icons for various applications. The main window is a text editor titled 'Text Editor' with a menu bar containing 'Open', 'Save', and a search icon. The editor has four tabs: 'TCPClient.py', 'TCPServer.py', 'UDPCient.py', and 'UDPServer.py'. The 'UDPServer.py' tab is active and contains the following Python code:

```
1 from socket import *
2 serverPort = 12000
3 serverSocket = socket(AF_INET, SOCK_DGRAM)
4 serverSocket.bind(('', serverPort))
5 print("The server is ready to receive")
6 while 1:
7     message, clientAddress = serverSocket.recvfrom(2048)
8     modifiedMessage = message.upper()
9     serverSocket.sendto(modifiedMessage, clientAddress)
```

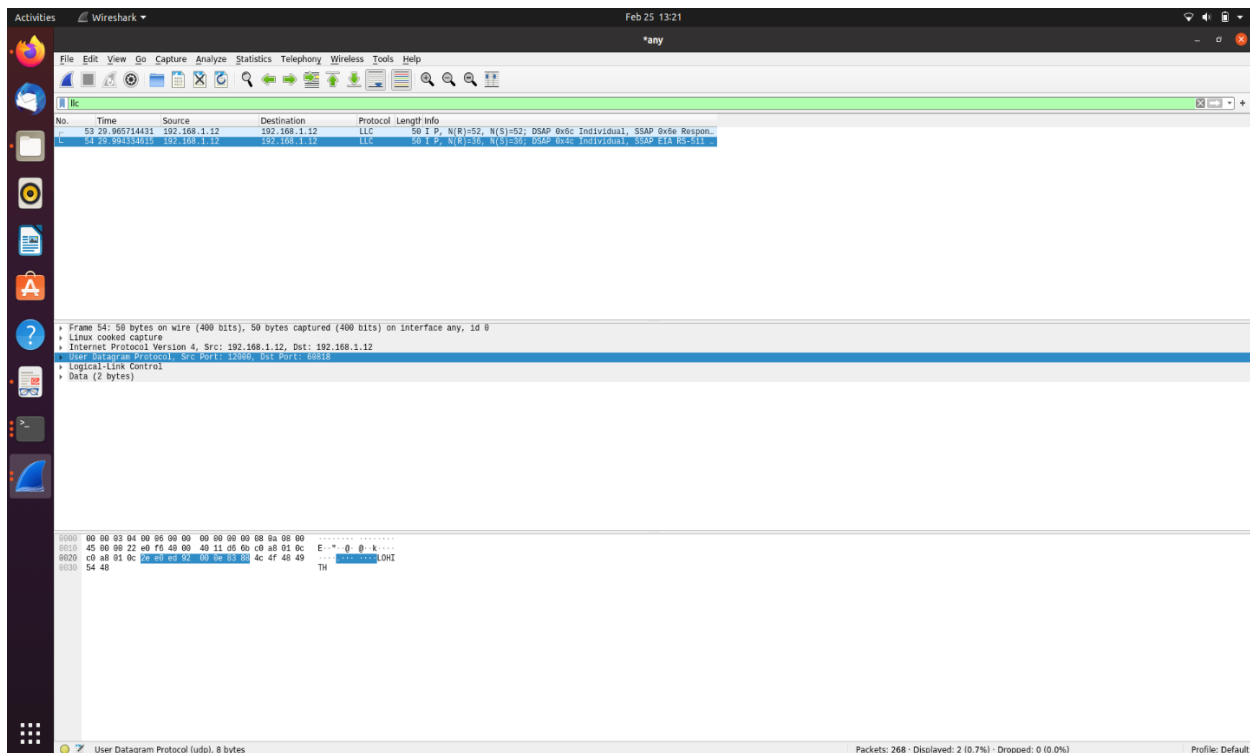
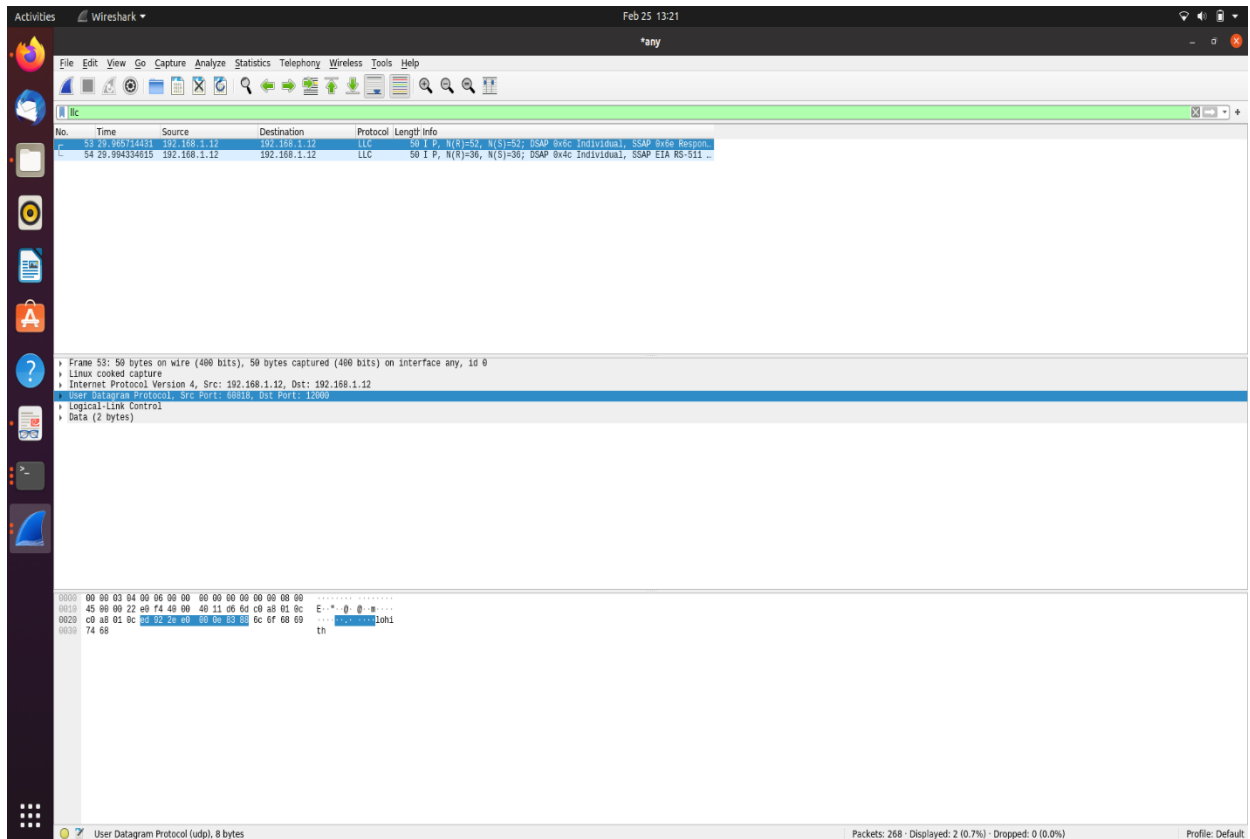
At the bottom of the window, a status bar shows 'Loading file "/home/lohit/Desktop/WEEKS/UDPServer.py" ...', 'Python', 'Tab Width: 8', 'Ln 1, Col 1', and 'INS'.

## TERMINAL OUTPUT

```
lohith@lohith-IdeaPad-3-15IIL05: ~/Desktop/WEEK5
lohith@lohith-IdeaPad-3-15IIL05:~$ cd Desktop/WEEK5
lohith@lohith-IdeaPad-3-15IIL05:~/Desktop/WEEK5$ python UDPClient.py
Input lowercase sentence:lohith
LOHITH
lohith@lohith-IdeaPad-3-15IIL05:~/Desktop/WEEK5$

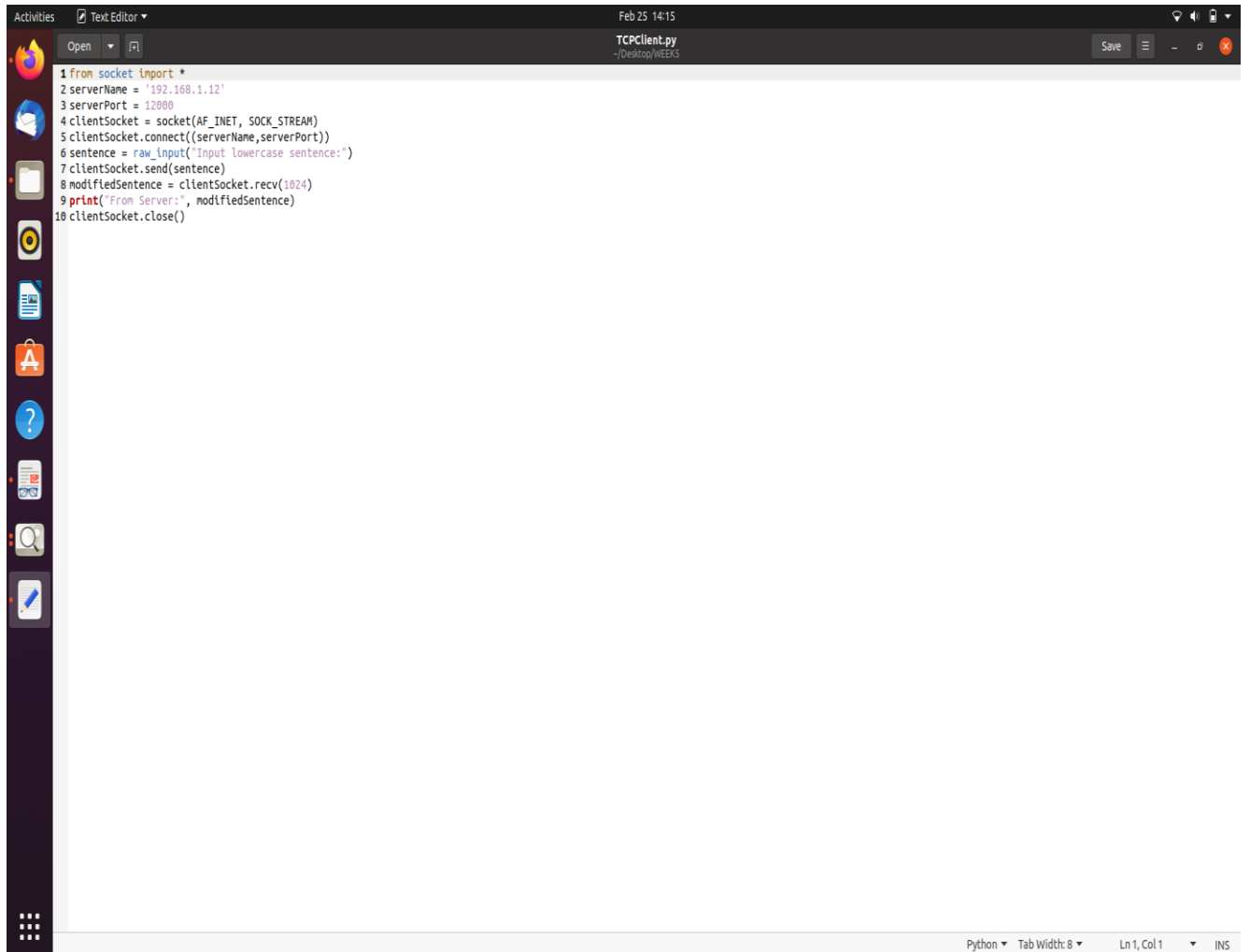
lohith@lohith-IdeaPad-3-15IIL05:~/Desktop/WEEK5$ python UDPServer.py
The server is ready to receive
```

## WIRESHARK CAPTURE SCREENSHOTS



# Socket Programming with TCP

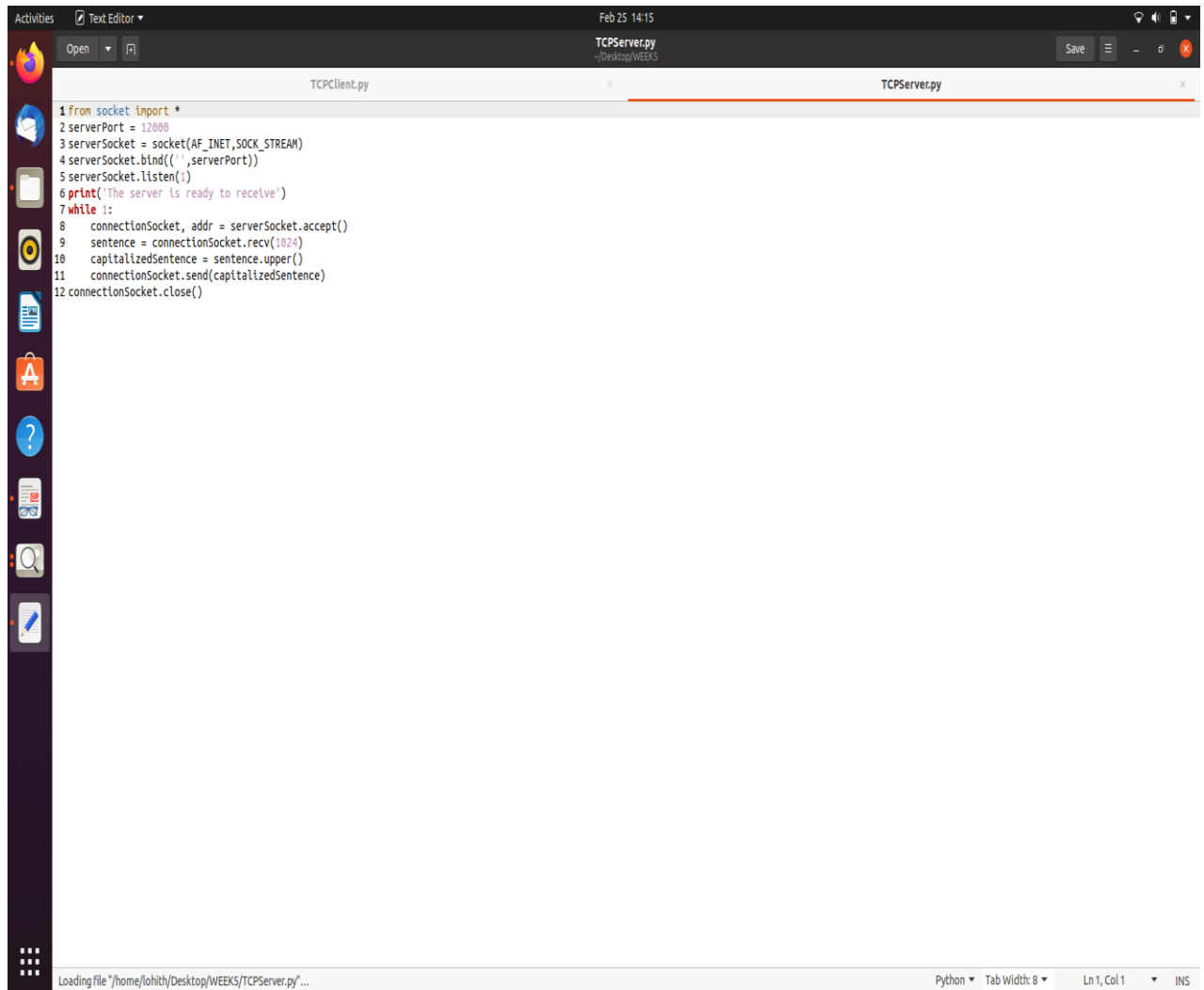
## TCPClient.py



The screenshot shows a Linux desktop environment with a dark theme. A text editor window titled "Text Editor" is open, displaying a Python script named "TCPClient.py". The script is a TCP client that connects to a server at IP '192.168.1.12' on port 12000. It prompts the user to input a lowercase sentence, sends it to the server, receives a modified response, and prints it. The desktop has a vertical dock on the left with various application icons. The status bar at the bottom indicates the file is Python, tab width is 8, and the cursor is at line 1, column 1.

```
1 from socket import *
2 serverName = '192.168.1.12'
3 serverPort = 12000
4 clientSocket = socket(AF_INET, SOCK_STREAM)
5 clientSocket.connect((serverName, serverPort))
6 sentence = raw_input("Input lowercase sentence:")
7 clientSocket.send(sentence)
8 modifiedSentence = clientSocket.recv(1024)
9 print("From Server:", modifiedSentence)
10 clientSocket.close()
```

# TCPServer.py

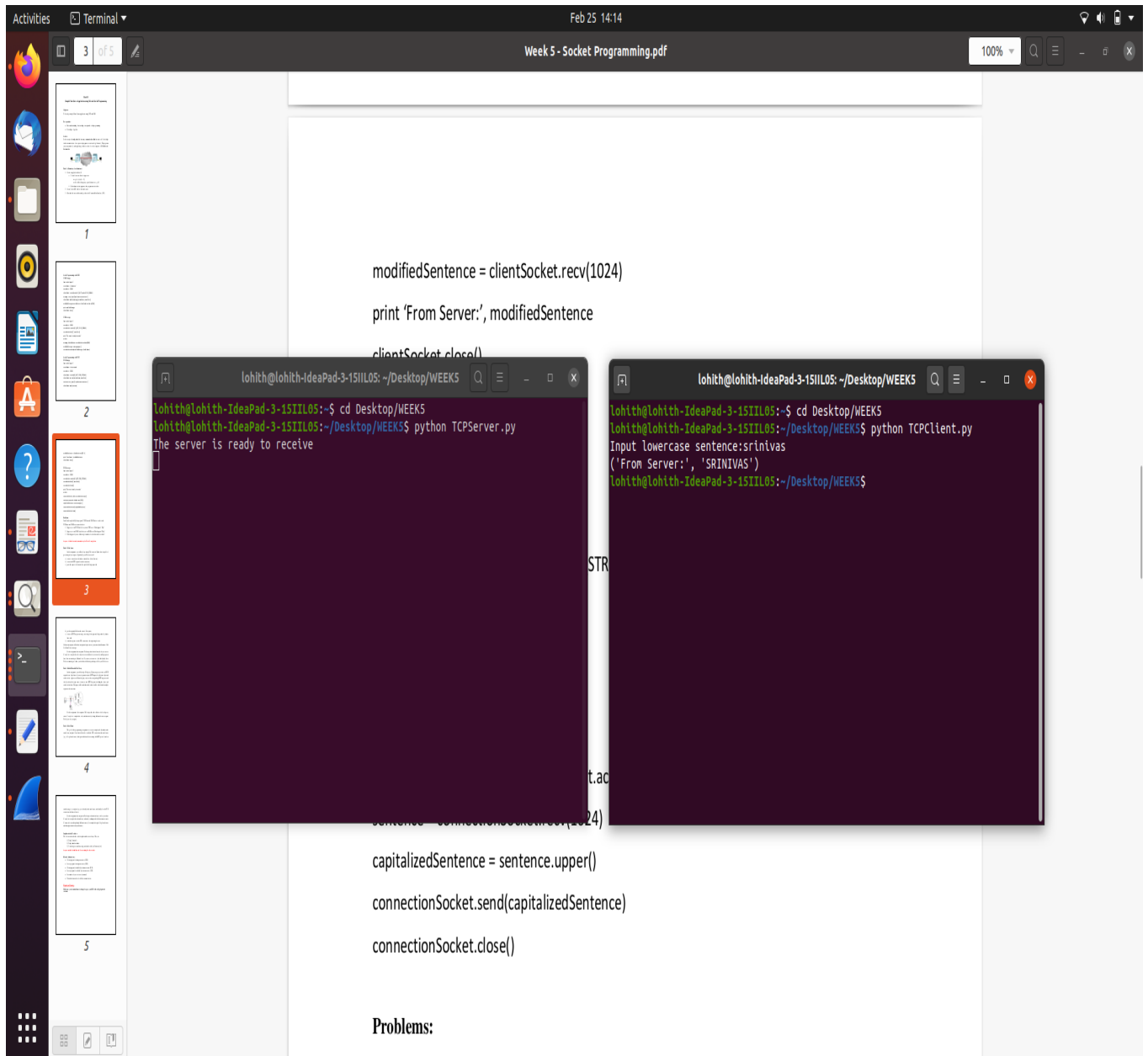


The screenshot shows a Linux desktop environment with a dark theme. The top panel displays the date and time as 'Feb 25 14:15'. Below the panel is a dock containing various application icons. The main window is a text editor titled 'Text Editor' with a menu bar showing 'Open', 'Save', and window controls. Two tabs are open: 'TCPClient.py' and 'TCPServer.py'. The 'TCPServer.py' tab is active, showing a Python script for a simple TCP server. The script imports the 'socket' module, sets a server port to 12000, binds the socket to all interfaces on that port, and enters a loop to accept connections, receive data, capitalize it, and send it back. The status bar at the bottom indicates the file path, encoding, and cursor position.

```
1 from socket import *
2 serverPort = 12000
3 serverSocket = socket(AF_INET, SOCK_STREAM)
4 serverSocket.bind(('', serverPort))
5 serverSocket.listen(1)
6 print('The server is ready to receive')
7 while 1:
8     connectionSocket, addr = serverSocket.accept()
9     sentence = connectionSocket.recv(1024)
10    capitalizedSentence = sentence.upper()
11    connectionSocket.send(capitalizedSentence)
12 connectionSocket.close()
```

Loading file "/home/lohi/Desktop/WEEKS/TCPServer.py" ... Python Tab Width: 8 Ln 1, Col 1 INS

# TERMINAL OUTPUT



# WIRESHARK CAPTURE

The screenshot shows the Wireshark interface with a packet capture on the 'any' interface. The packet list displays several packets, with packet 31 selected. The packet details pane shows the structure of the selected packet, which is a TCP segment. The packet bytes pane shows the raw data of the selected packet, which is a TLS segment.

No.	Time	Source	Destination	Protocol	Length	Info
1	0.000000000	192.168.1.12	34.120.5.221	TLSv1.2	107	Application Data
2	0.01333224	34.120.5.221	192.168.1.12	TLSv1.2	107	Application Data
3	0.013369977	192.168.1.12	34.120.5.221	TCP	68	52616 -> 443 [ACK] Seq=40 Ack=40 Win=501 Len=0 TSval=345322377
31	23.100377268	192.168.1.12	192.168.1.12	TCP	76	56886 -> 12000 [FIN] Seq=0 Win=65536 Len=0 MSS=65496 SACK_PERM=1
32	23.100380215	192.168.1.12	192.168.1.12	TCP	76	12000 -> 56886 [FIN] Seq=0 Win=65536 Len=0 MSS=65496 SACK_PERM=1
33	23.100392608	192.168.1.12	192.168.1.12	TCP	68	56886 -> 12000 [ACK] Seq=1 Ack=1 Win=65536 Len=0 TSval=2474005
44	27.003781948	192.168.1.12	192.168.1.12	TCP	76	56886 -> 12000 [PSH, ACK] Seq=1 Ack=1 Win=65536 Len=8 TSval=2474005
45	27.003806615	192.168.1.12	192.168.1.12	TCP	68	12000 -> 56886 [ACK] Seq=1 Ack=9 Win=65536 Len=0 TSval=2474009
46	27.003809040	192.168.1.12	192.168.1.12	TCP	76	12000 -> 56886 [PSH, ACK] Seq=1 Ack=9 Win=65536 Len=8 TSval=2474009
47	27.003902734	192.168.1.12	192.168.1.12	TCP	68	56886 -> 12000 [ACK] Seq=9 Ack=9 Win=65536 Len=0 TSval=2474009
48	27.004067164	192.168.1.12	192.168.1.12	TCP	68	56886 -> 12000 [FIN, ACK] Seq=9 Ack=9 Win=65536 Len=0 TSval=2474009
49	27.044186350	192.168.1.12	192.168.1.12	TCP	68	12000 -> 56886 [ACK] Seq=9 Ack=10 Win=65536 Len=0 TSval=2474009

Frame 31: 76 bytes on wire (608 bits), 76 bytes captured (608 bits) on interface any, id 0  
Linux cooked capture  
Internet Protocol Version 4, Src: 192.168.1.12, Dst: 192.168.1.12  
Transmission Control Protocol, Src Port: 56886, Dst Port: 12000, Seq: 0, Len: 0

0000 00 00 03 04 00 06 00 00 00 00 00 00 00 00 00 .....  
0010 45 00 00 3c 34 8c 40 00 40 06 82 c7 c9 a0 01 0c E...@...  
0020 c0 a0 01 0c 00 36 26 00 ce aa 56 de 00 00 00 00 .....6...X...  
0030 a0 02 ff 07 83 07 00 00 02 04 ff 07 04 02 08 0a .....@T...X...  
0040 93 76 53 dd 00 00 00 01 03 03 07 .....vS.....

Transmission Control Protocol: Protocol

Packets: 65 · Displayed: 12 (18.5%)

Profile: Default

The screenshot shows the Wireshark interface with a packet capture on the 'any' interface. The packet list displays several packets, with packet 32 selected. The packet details pane shows the structure of the selected packet, which is a TCP segment. The packet bytes pane shows the raw data of the selected packet, which is a TLS segment.

No.	Time	Source	Destination	Protocol	Length	Info
1	0.000000000	192.168.1.12	34.120.5.221	TLSv1.2	107	Application Data
2	0.01333224	34.120.5.221	192.168.1.12	TLSv1.2	107	Application Data
3	0.013369977	192.168.1.12	34.120.5.221	TCP	68	52616 -> 443 [ACK] Seq=40 Ack=40 Win=501 Len=0 TSval=345322377
31	23.100377268	192.168.1.12	192.168.1.12	TCP	76	56886 -> 12000 [FIN] Seq=0 Win=65496 Len=0 MSS=65496 SACK_PERM=1
32	23.100380215	192.168.1.12	192.168.1.12	TCP	76	12000 -> 56886 [FIN] Seq=0 Win=65536 Len=0 MSS=65496 SACK_PERM=1
33	23.100392608	192.168.1.12	192.168.1.12	TCP	68	56886 -> 12000 [ACK] Seq=1 Ack=1 Win=65536 Len=0 TSval=2474005
44	27.003781948	192.168.1.12	192.168.1.12	TCP	76	56886 -> 12000 [PSH, ACK] Seq=1 Ack=1 Win=65536 Len=8 TSval=2474005
45	27.003806615	192.168.1.12	192.168.1.12	TCP	68	12000 -> 56886 [ACK] Seq=1 Ack=9 Win=65536 Len=0 TSval=2474009
46	27.003809040	192.168.1.12	192.168.1.12	TCP	76	12000 -> 56886 [PSH, ACK] Seq=1 Ack=9 Win=65536 Len=8 TSval=2474009
47	27.003902734	192.168.1.12	192.168.1.12	TCP	68	56886 -> 12000 [ACK] Seq=9 Ack=9 Win=65536 Len=0 TSval=2474009
48	27.004067164	192.168.1.12	192.168.1.12	TCP	68	56886 -> 12000 [FIN, ACK] Seq=9 Ack=9 Win=65536 Len=0 TSval=2474009
49	27.044186350	192.168.1.12	192.168.1.12	TCP	68	12000 -> 56886 [ACK] Seq=9 Ack=10 Win=65536 Len=0 TSval=2474009
70	53.004410046	192.168.1.12	34.120.5.221	TLSv1.2	107	Application Data
71	53.004427848	34.120.5.221	192.168.1.12	TLSv1.2	92	Application Data
72	53.059338888	34.120.5.221	192.168.1.12	TCP	68	443 -> 52616 [ACK] Seq=40 Ack=104 Win=272 Len=0 TSval=19800050
73	53.059748289	34.120.5.221	192.168.1.12	TCP	68	443 -> 52616 [FIN, ACK] Seq=40 Ack=104 Win=272 Len=0 TSval=19800050
74	53.059763521	192.168.1.12	34.120.5.221	TCP	68	52616 -> 443 [ACK] Seq=104 Ack=11 Win=501 Len=0 TSval=345327368

Frame 32: 76 bytes on wire (608 bits), 76 bytes captured (608 bits) on interface any, id 0  
Linux cooked capture  
Internet Protocol Version 4, Src: 192.168.1.12, Dst: 192.168.1.12  
Transmission Control Protocol, Src Port: 12000, Dst Port: 56886, Seq: 0, Ack: 1, Len: 0

0000 00 00 03 04 00 06 00 00 00 00 00 00 00 00 00 .....  
0010 45 00 00 3c 00 00 40 00 40 06 b7 53 c0 a0 01 0c E...@...S...  
0020 c0 a0 01 0c 26 a0 00 36 54 03 13 45 ce aa 56 07 .....@T...X...  
0030 a0 12 ff c0 83 07 00 00 02 04 ff 07 04 02 08 0a .....@T...X...  
0040 93 76 53 dd 93 76 53 dd 01 03 03 07 .....vS.....

Transmission Control Protocol: Protocol

Packets: 78 · Displayed: 17 (21.8%)

Profile: Default



1. Suppose you run TCPClient before you run TCPServer. What happens? Why?

This will lead to a `ConnectionRefusedError`, since the server socket application we are trying to connect to has not been initiated and is not listening for connections on the given port number. Hence, any connection requests sent by a client machine at that IP and port number immediately fail since the connection gets refused.

A TCP connection can be established between two socket interfaces only when a host machine listens to requests on a given IP address and port number and accepts connections made by another machine at the same address and port.

2. Suppose you run UDPClient before you run UDPServer. What happens? Why?

No error will be obtained since UDP does not require a prior connection to be set up between the host machines for data transfer to begin.

It is a connectionless protocol which transfers packets of data to a destination IP and port number without verifying the existence of the connection

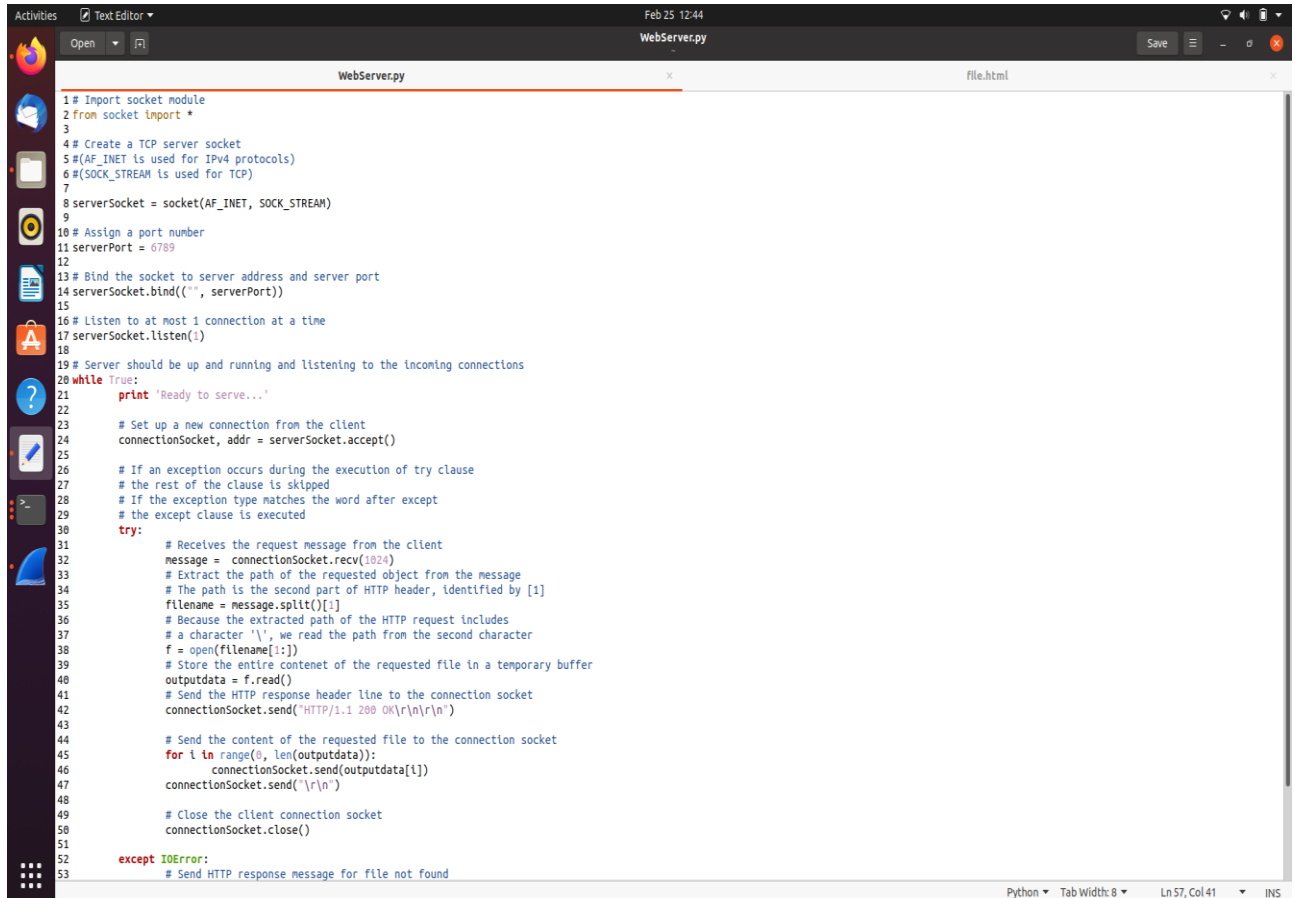
3. What happens if you use different port numbers for the client and server sides?

**This will lead to a `ConnectionRefusedError` for a TCP connection**

**On a UDP connection, since no prior connection is required to be established between the host machines for data transfer to take place, no error as such is obtained, but any messages sent by the client are lost.**

# Task 2: Web Server

## WebServer.py



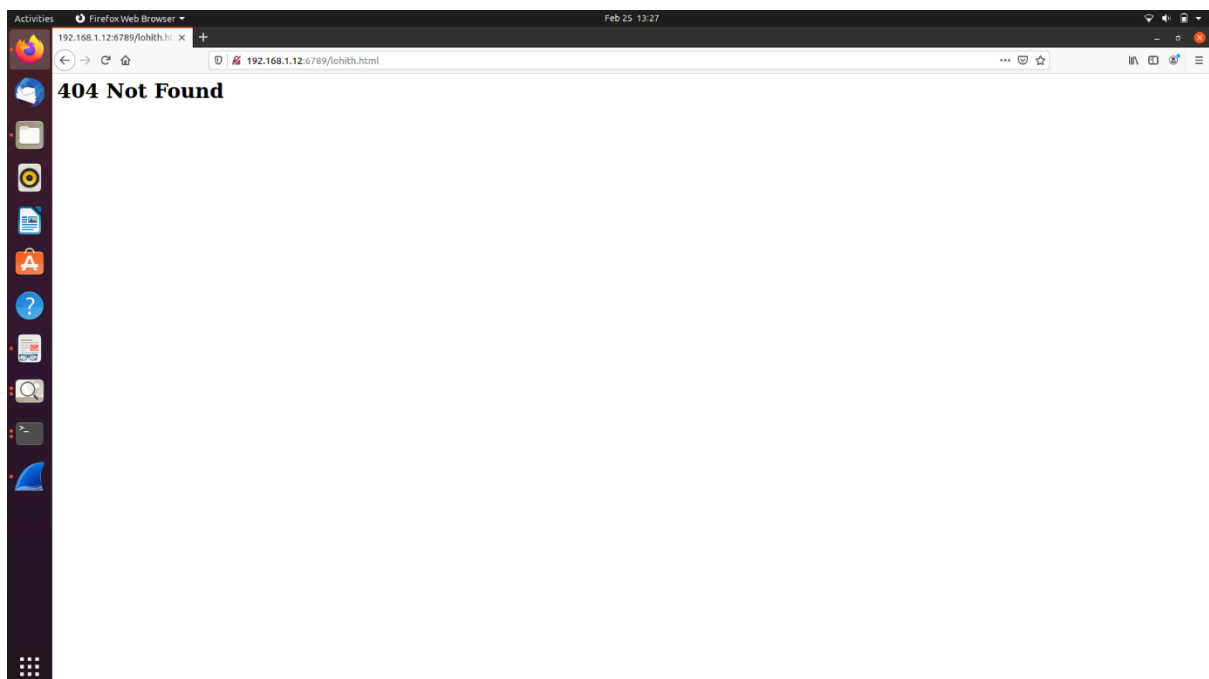
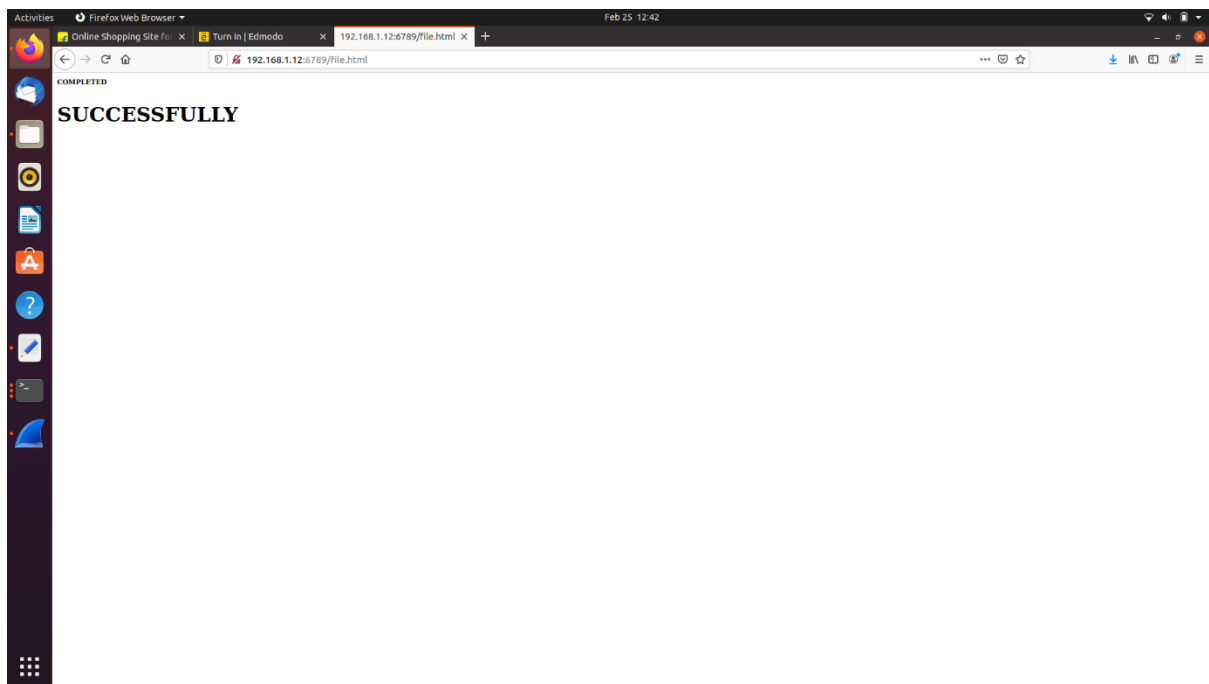
```
1 # Import socket module
2 from socket import *
3
4 # Create a TCP server socket
5 # (AF_INET is used for IPv4 protocols)
6 # (SOCK_STREAM is used for TCP)
7
8 serverSocket = socket(AF_INET, SOCK_STREAM)
9
10 # Assign a port number
11 serverPort = 6789
12
13 # Bind the socket to server address and server port
14 serverSocket.bind(('', serverPort))
15
16 # Listen to at most 1 connection at a time
17 serverSocket.listen(1)
18
19 # Server should be up and running and listening to the incoming connections
20 while True:
21     print 'Ready to serve...'
22
23     # Set up a new connection from the client
24     connectionSocket, addr = serverSocket.accept()
25
26     # If an exception occurs during the execution of try clause
27     # the rest of the clause is skipped
28     # If the exception type matches the word after except
29     # the except clause is executed
30     try:
31         # Recieves the request message from the client
32         message = connectionSocket.recv(1024)
33         # Extract the path of the requested object from the message
34         # The path is the second part of HTTP header, identified by [1]
35         filename = message.split()[1]
36         # Because the extracted path of the HTTP request includes
37         # a character '\', we read the path from the second character
38         f = open(filename[1:])
39         # Store the entire content of the requested file in a temporary buffer
40         outputdata = f.read()
41         # Send the HTTP response header line to the connection socket
42         connectionSocket.send("HTTP/1.1 200 OK\r\n\r\n")
43
44         # Send the content of the requested file to the connection socket
45         for i in range(0, len(outputdata)):
46             connectionSocket.send(outputdata[i])
47         connectionSocket.send("\r\n")
48
49         # Close the client connection socket
50         connectionSocket.close()
51
52     except IOError:
53         # Send HTTP response message for file not found
54
55
56
57
58
59 serverSocket.close()
```

# TERMINAL OUTPUT

```
lohith@lohith-IdeaPad-3-15IIL05:~$ python WebServer.py
Ready to serve...
Ready to serve...
Ready to serve...
█
```

## 1.VALID HTML FILE

## 2.UNAVAILABLE HTML FILE



## 2.UNAVAILABLE HTML FILE

