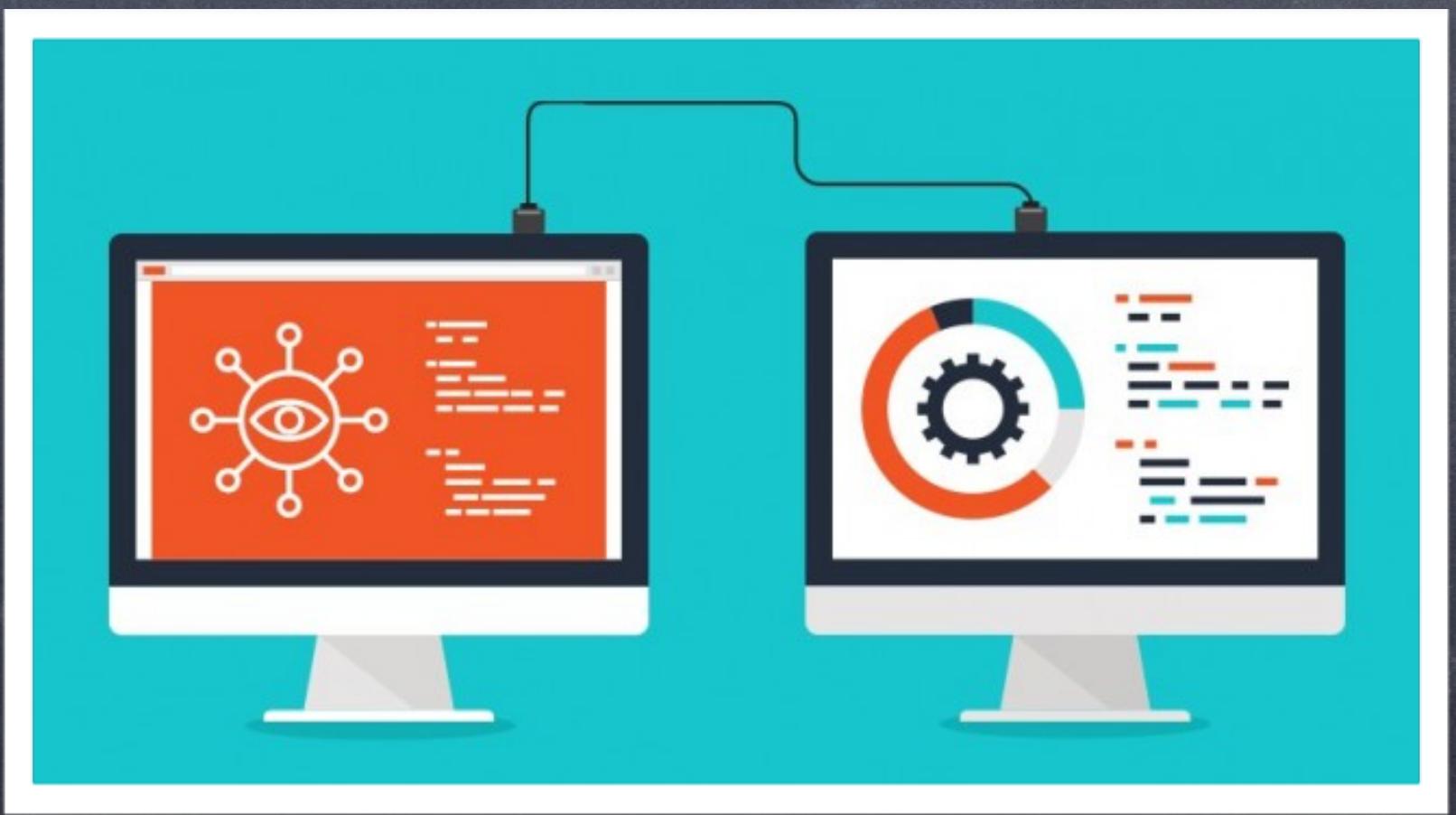


Homework Assignment 1 – Socket Programming & IRC Robot



Outline

1. Introduction



Implementation Tutorial

2-1. C

IRC

2-2. Python

3. Hints

Introduction

- * **Socket** is the API for the TCP/IP protocol stack.
→ Provides communication between Application layer
and Transport layer.
- * Process sends/receives messages to/from socket.

What is Socket Address ?

IP address + Port number

- * IP address : Address the machine
- * Port number : Address the process

Port Number

- * **FTP** (21) - File Transfer Protocol
- * **SSH** (22) - Secure Shell
- * **telnet** (23) - Secure Shell
- * **SMTP** (25) - Simple Mail Transfer Protocol
- * **DNS** (53) - Domain Name Server
- * **HTTP** (80) - Hyper Text Transfer Protocol
- * **POP3** (110) - Post Office Protocol

Socket Programming in C

[Click] [Reference Site 1](#)

Socket Programming in **Python**

[Click] [Python Tutorial](#)
[Click] [Python Socket](#)

```
# AF_INET : IPv4  
# SOCK_STREAM : TCP, SOCK_DGRAM : UDP  
Socket = socket.socket( socket.AF_INET, socket.SOCK_STREAM )
```

Server Socket

Method	Description
Socket.bind()	Binds address (Hostname + Port number) to socket.
Socket.listen()	Sets up and start TCP listener.
Socket.accept()	Passively accepts TCP client connection, waiting until arrives.

Client Socket

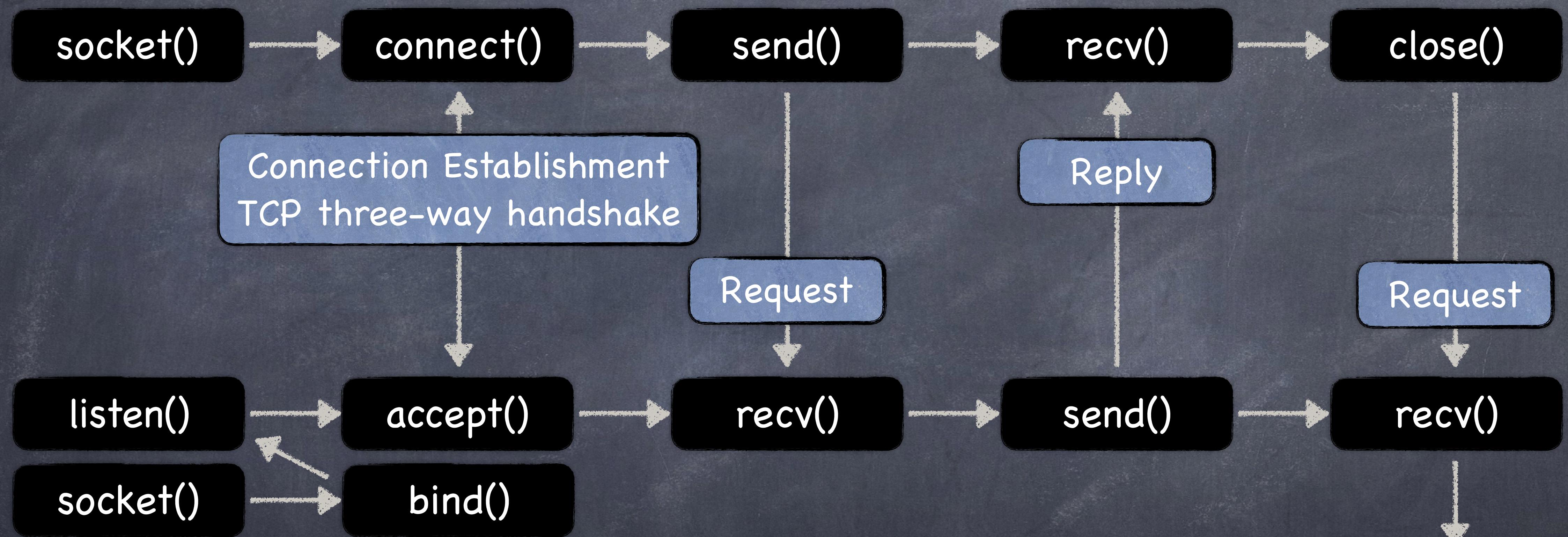
Method	Description
Socket.connect()	Actively initiates TCP server connection.

```
# AF_INET : IPv4  
# SOCK_STREAM : TCP, SOCK_DGRAM : UDP  
Socket = socket.socket( socket.AF_INET, socket.SOCK_STREAM )
```

General Socket

Method	Description
Socket.recv() Socket.send()	Receives TCP message. Transmits TCP message.
Socket.recvfrom() Socket.sendto()	Receives UDP message. Transmits UDP message.
Socket.close() Socket.gethostname()	Close socket. Returns the hostname.

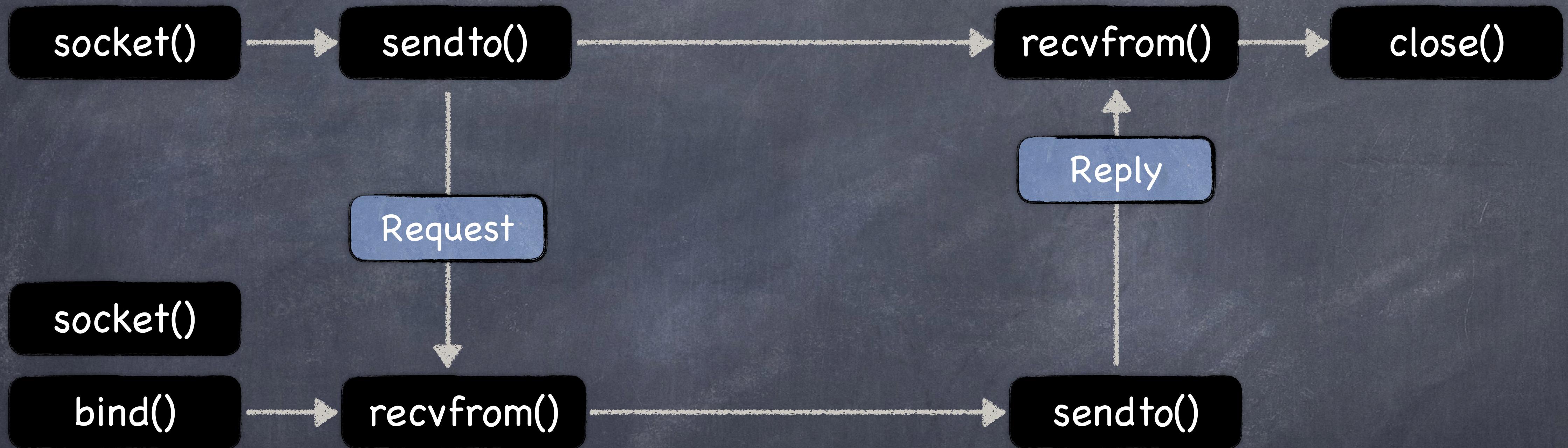
Client



Server

UDP

Client



Server

TCP Server

```
import socket # Include library

ServerSocket = socket.socket( socket.AF_INET, socket.SOCK_STREAM )

HostIP = socket.gethostname() # Get the name of local machine
PortNumber = 15566 # Reserve a port for your service
ServerSocket.bind( ( HostIP, PortNumber ) ) # Bind to the port
ServerSocket.listen( 5 ) # Wait for client connection

while True :
    Client, Address = ServerSocket.accept() # Establish connection with client
    Message = Client.recv( 1024 ) # Get message from client
    print "Got connection from ", Address
    print "Msg from client : ", Message
    Client.send( "Thank you for connecting" ) # Send message back to client
    Client.close() # Close the connection
```

TCP Client

```
import socket # Include library

ClientSocket = socket.socket( socket.AF_INET, socket.SOCK_STREAM )

HostIP = socket.gethostname() # Get the name of local machine
PortNumber = 15566 # Reserve a port for your service
ClientSocket.connect( ( HostIP, PortNumber ) ) # Connect to server

ClientSocket.send( 'Message from client' ) # Send message to server
print ClientSocket.recv( 1024 ) # Output received message

ClientSocket.close() # Close the connection
```

Internet Relay Chat (IRC)

- * **IRC** is an application layer protocol that facilitates communication in the form of text. The chat process works on a **client/server** networking model.
- **Freenode** : An IRC network.

How to use IRC ?

- * Operating System : Linux, ubuntu 14.04
- Step 1. Install irssi package
- Step 2. Simply type irssi command in the shell
- Step 3. Connect to the Freenode IRC server
(irc.freenode.net)
- Step 4. IRC commands ...

Useful Commands

- * **CONNECT** <target server> [<port>]
- * **INVITE** <nickname> <channel>
- * **JOIN** <channel> [<keys>]
- * **NAMES** [<channels>]
- * **NICK** <nickname>
- * **PRIVMSG** <username/channel> <message>
- * **USER** <username>

[Click] [Reference Site](#)

IRC Client

```
import socket # Include library

IRCSocket = socket.socket( socket.AF_INET, socket.SOCK_STREAM )
IRCSocket.connect( ( irc.freenode.net, 6667 ) )

... ... ... ... [????? ^_^ ????] ... ... ... ...

Msg = 'JOIN #CN_DEMO ILoveTA \r\n'
IRCSocket.send( bytes( Msg ) )

... ... ... ... [????? ^_^ ????] ... ... ... ...

while True :
    IRCMsg = IRCSocket.recv( 4096 )
    print IRCMsg

... ... ... ... [????? ^_^ ????] ... ... ... ...
```

20 point
GET ?

Hints

- * IRC can recognize “Robot” and “Real User”
 - Transmit messages to notify IRC server ?
 - Register the robot ?

- * IRC will check your robot is “Alive or Not”
 - PING, PONG

Demo Time

- (a) Connection to Channel (20%)
- (b) Introduction Message & ‘Repeat’ Message (20%)
- (c) Calculator (10% + 5%)
- (d) Game - Guess Number (20%)
- (e) Help (5%)

