Project 4 Report
ECE 5600

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1 Objective

The purpose of this project is to familiarize ourselves with the Transport Control Protocol (TCP). We will also implement a TCP transmission.

2 Results

We implemented the server application of a TCP connection.

Using the provided TCP test code we send data to the our server implementation. Figure 1 shows that a connect was successfully made.

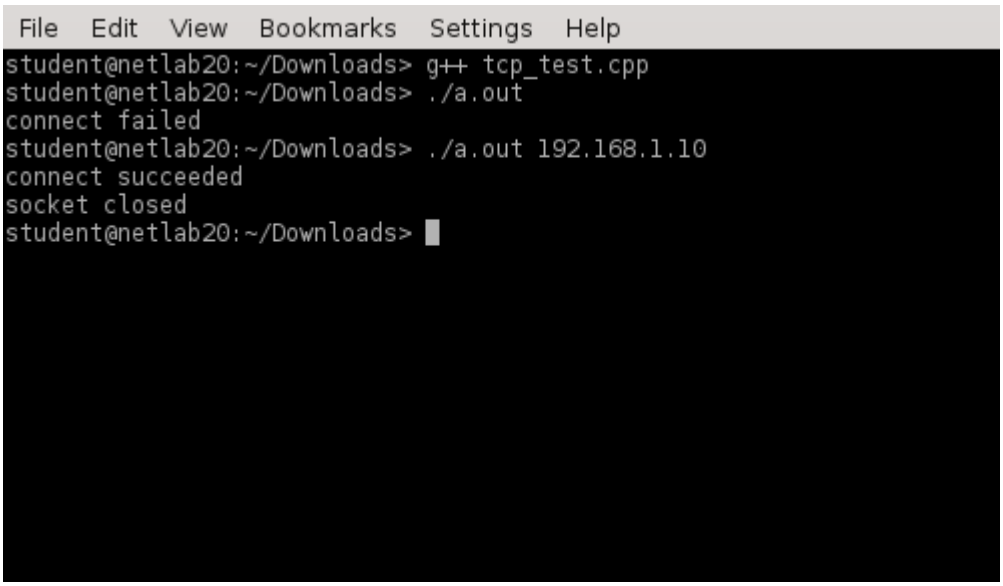

Figure 1: TCP test

With Wireshark we are able to see the handshake between the client and server. We are also able to see the data transferred. This is shown in figure 2.

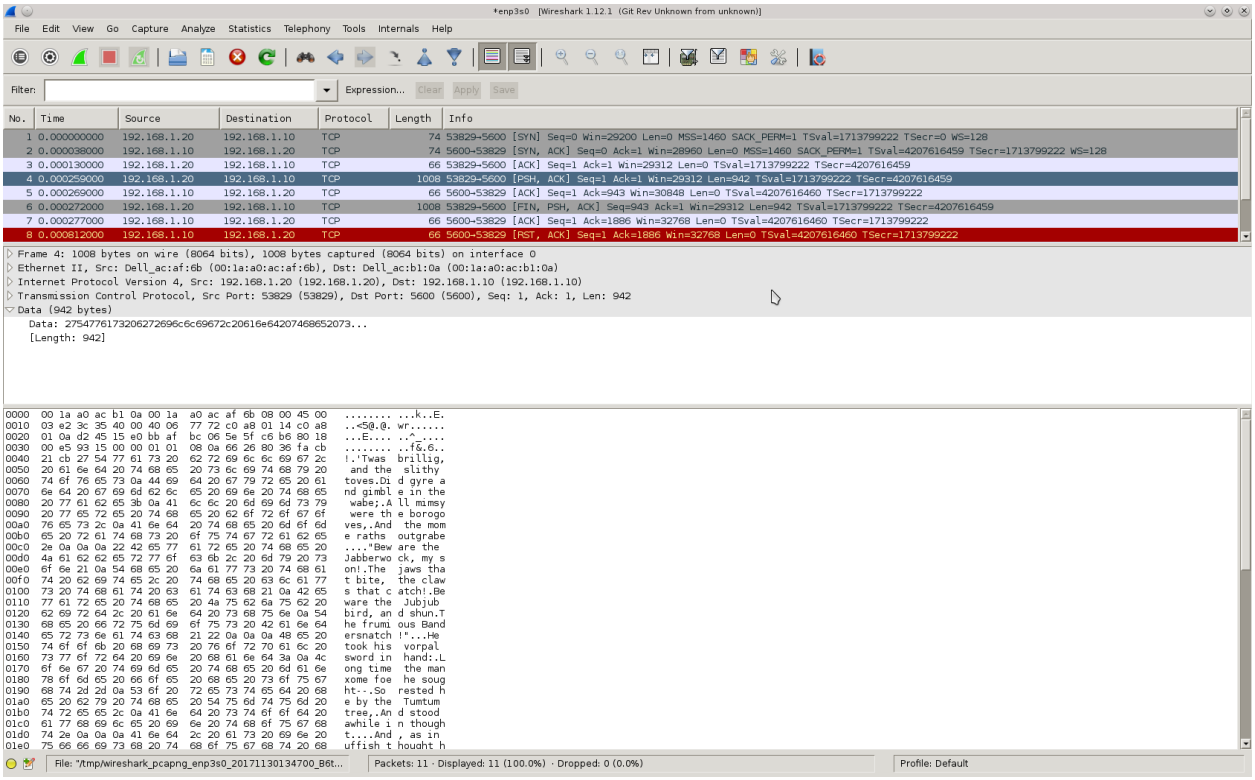

Figure 2: Wireshark screenshot

2.1 Received Data

This is the text that was received by our server implementation:

'Twas brillig, and the slithy toves Did gyre and gimble in the wabe; All mimsy were the borogoves, And the mome raths outgrabe.

"Beware the Jabberwock, my son! The jaws that bite, the claws that catch! Beware the Jubjub bird, and shun The frumious Bandersnatch!"

He took his vorpal sword in hand: Long time the manxome foe he sought– So rested he by the Tumtum tree, And stood awhile in thought.

And, as in uffish thought he stood, The Jabberwock, with eyes of flame, Came whiffling through the tulgey wood, And burbled as it came!

One two! One two! And through and through The vorpal blade went snicker-snack! He left it dead, and with its head He went galumphing back.

"And hast thou slain the Jabberwock? Come to my arms, my beamish boy! O frabjous day! Callooh! Callay!" He chortled in his joy.

'Twas brillig, and the slithy toves Did gyre and gimble in the wabe; All mimsy were the borogoves, And the mome raths outgrabe.

3 Conclusion

TCP provides a connection oriented service. TCP uses connections between clients and servers. A TCP client sends data to the server and needs an acknowledgement to be sent back. If the acknowledgement is not received the data will be resent automatically.

4 Appendix

```
#include <sys/socket.h>
#include <unistd.h>
#include <netinet/in.h>
#include <arpa/inet.h>
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <iostream>
#include <fstream>

//
// default IP address (if not specified on the command line
//
#define IP_ADDR "0.0.0.0"


sockaddr sa;
sockaddr_in *sin = (sockaddr_in *) &sa;
int sk;

int main(int argc, char *argv[])
{
   sk = socket(PF_INET, SOCK_STREAM, 0);
   if ( sk < 0 ) return -1;

   memset(&sa,0,sizeof(sa));
   sin->sin_family = PF_INET;
   sin->sin_port = htons(5600);
   if ( argc<2 || inet_pton(PF_INET, argv[1], &(sin->sin_addr)) <= 0 )
      inet_pton(PF_INET, IP_ADDR, &(sin->sin_addr));

   if ( bind(sk, &sa, sizeof(sa)) < 0 )
   {
      printf("bind failed\n");
      return 0;
   }
   printf("bind succeeded\n");

   if ( listen(sk, 5) < 0 )
   {
      printf("listen failed\n");
      return 0;
   }
   printf("listen succeeded\n");

   sockaddr client;
   socklen_t clientlen = sizeof(client);

   int socket = accept(sk, &client, &clientlen);
   if (socket < 0)
   {
       printf("accept failed\n");
       return -1;
   }

   std::ofstream file("received_data.txt");
   char buffer[256];
   bzero(buffer, 256);
   int n = read(socket, buffer, 255);
   if (n < 0)
   {
       printf("Error reading from the socket\n");
       return -1;
   }
   file << buffer;
   std::cout << "Received data: " << std::endl;
```

```
    std::cout << buffer << std::endl;

    close(sk);
    printf("socket closed\n");
}
```