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System Network 2

Project 1

Setup and compilation

- Download and unzip the submission from eLearning on a Linux box in the multiplatform lab.
- The submission includes:
 - makefile
 - 404.html
 - 500.html
 - index.html
 - InsaneCoding-MemoryManagement.html
 - client.c
 - server.c
 - Protocol Document.docx
 - Protocol Document.pdf
 - /images/404s are bad mkay.jpg
 - /images/404-y-u-no-200.png
 - /images/500-internal-server-error.jpg
 - /images/back_into_the_void_you_go.gif
 - /images/background.jpg
 - /images/cage.png
 - /images/favicon.ico
 - /images/floppydudepolice.gif
 - /images/giphy2.gif

- /images/giphy3.gif
- /images/server-hamster.gif
- /screenshots/browser 404.jpg
- /screenshots/browser_success.jpg
- /screenshots/browser success stage2.jpg
- /screenshots/client 404.png
- /screenshots/client_success.png
- /screenshots/server starting.png
- Environment: This program has been tested on a Linux virtual machine, as well as the multi-platform lab, and will run there.
- Compilation: This program includes a makefile. At the command line in Linux, type make. The program produces an executable entitled client and server
- Protocols: Server: This program follows the HTTP 1.1 protocol. The server listens for valid HTTP GET requests, and returns a HTTP response. The server returns fully valid response headers, along with proper 200/400/500 response codes. The server is multi-threaded and can handle a very large server load without issue. All crutial system calls, such as reads, writes, memory allocation, and socket binding are all properly checked for errors, and any errors are handled appropriately.
- Protocols: Client: The client, like the server, also follows proper HTTP 1.1 protocol. The client, upon being executed with a valid IP address and port number of a HTTP server, will prompt the user for a file to request from the server. The client then constructs a valid HTTP GET request with the requested file and sends it to the server. The client then waits for the response from the server, and displays the response to the console. Any failed system calls or server errors are properly handled and displayed to console. When the user wishes to exit the client, they may do so by entering 'cancel' without quotes.

Running the program. Issue the command ./server. It takes only one command line argument <port number>. Then open another terminal and issue the command ./client. It takes 2 arguments <the host name/address> e.g localhost, a valid range 60001-60099 <port number>.

(Note: The provided html pages will not display correctly if you do not go through the server and client)

User input: Type in the path of the html file

Output: All output goes to the console. Output will be similar to this:

On success(server)

Server commence

Readying...

Waiting and listening for client request...

GET /images/back into the void you go.gif HTTP/1.1

Host: localhost:60001

Connection: keep-alive

Accept: image/webp,image/*,*/*;q=0.8

User-Agent: Mozilla/5.0 (X11; Linux x86 64)

AppleWebKit/537.36 (KHTML, like Gecko) Chrome/48.0.2564.97

Safari/537.36

Referer: http://localhost:60001/index.html

Accept-Encoding: gzip, deflate, sdch

Accept-Language: en-US, en; q=0.8

HTTP/1.1 200 OK

Content-Length: 990411

Content-Type: image/gif

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On success(client)

HTTP/1.1 200 OK

Content-Length: 1438

Content-Type: text/html

(Note: the requested html page is displayed)

On fail (client)(due to connection loss to server)

Failed connection

(Note: above message is displayed)

On fail (client)(requested page not found)

HTTP/1.1 404 Not Found

Content-Length: 1403

Content-Type: text/html

(Note: 404 error page is display)

On fail (client)(internal server error)

HTTP/1.1 500 Internal Server Error

Content-Length: 1396

Content-Type: text/html

(Note: 500 error page is display)











