**Indian Institute of Information Technology, Allahabad.**

**Course: Computer Networks (ICNE532)**

**Batch: B.Tech (ECE), (Dual Degree Integrated Program) and MBA (IT)**

**Instructor: Dr. Vijay Kumar Chaurasiya**

**Lab Assignment #2**

**Lab Sessions on 17/08/2007**

**Deadline: 24/08/2007**

1. Introduction to Sockets and Tasks are:
   1. Create three programs, two of which are clients to a single server. Client1 will send a character to the server process. The server will decrement the letter to the next letter in the alphabet and send the result to client2. Client2 prints the letter it receives and then all the processes terminate. Compile and run this exercise.
   2. Send a C structure that includes data of type character, integer and float from client1 to the server. The server should change the values so that client2 receives a structure with entirely different data. It is not permitted that the data should be converted to any other data type before transmission.
2. You need to build a very simple client-server operation using the Unix stream capabilities. You are to build a client and server pair, to implement your own little directory service. Suppose that the server has the following database

**0 Bob**

**3 Anne**

**5 Barb**

**7 Ray**

**9 Denbigh**

**10 Terri**

**104 John**

This can be in a file that is read. The client is to read a request, which is a numeric address to be sent to the server. The servers look up the matching name and send it back to the client to be printed out. If the address isn't found, the server should send back an error message. For example, "Address not found".

CAUTION: DO NOT LEAVE PROCESSES RUNNING THAT ARE UNNECESSARY!!

Use the kill command to kill processes. If you don't know the pid, use the ps command to get a list of currently running processes.

1. In this lab, you will convert your previous program. The only logical change you need to make is to implement your exchange of messages as a protocol. The protocol will be structured as follows (note, a string of digits followed by a b means a binary number):

Requests:

byte content

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0 request code, 0000001(b) = name, 00001001(b) = number

1-n request data

n+1 end-of-request, 00000011(b) (ETX)

Replies:

byte content

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0-n reply data

n+1 end-of-reply, 00000011(b) (ETX)

Note that the requests allow for both name and number matching, so you need to also be able to match a name. Also note that the character string can contain any type of byte oriented data, including binary representations of numbers. For example,

short val;

char \*message;

message = &val;

send (sock, message, 2, 0);