

COMPUTER NETWORK LAB CAT

VIT LMS Home Dashboard My courses

🔔 P2 ▾

Back

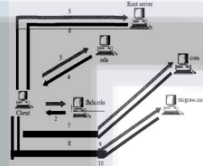
Question 1

Not yet answered

Marked out of 1.00

🚩 Flag question

Send Website name to the DNS server and get back IP address using TCP Sockets. Assume Iterative resolution for DNS protocol using socket programming. Consider the following design with 2 DNS servers.



Sample Input - Output:

Client 1	Server 1	Server 2
Input : VIT.COM	Print: Not Available	
Request Server 1 to send IP address of VIT.COM		
Request Server 2 to send IP address of VIT.COM		Print: Website : VIT.COM IP Address : 10.10.1.10

Answer:

Quiz navigation

P2

PURVA SHARMA 21BCE0169

1 2

Finish attempt ...

<https://maovit.vit.ac.in/mv/>

CODE:

```
21BCE0169_server1.py X 21BCE0169_server2.py 21BCE0169_client1.py
1 import socket
2 import threading
3 import time
4
5 # Global variables
6 HOST = 'localhost'
7 PORT = 5000
8 EXPIRY_TIME = 200 # seconds
9
10 # Thread function to handle each client connection
11 def handle_client(client_socket, client_address):
12     # Get the client's acknowledgement number
13     ack_num = client_socket.recv(1024).decode()
14     print(f"[NEW CONNECTION] Client {client_address} connected with ACK number: {ack_num}")
15
16     # Receive and send messages until expiry time is reached
17     start_time = time.time()
18     while (time.time() - start_time) <= EXPIRY_TIME:
19         # Receive message from client
20         message = client_socket.recv(1024).decode()
21         if not message:
22             break
23
24         # Print the received message
25         print(f"[Not Available] Client {client_address}: {message}")
26
27         # Send acknowledgement back to the client
28         client_socket.send(ack_num.encode())
29
30     # Close the connection
31     client_socket.close()
32     print(f"[CONNECTION CLOSED] Client {client_address} disconnected")
33
```

```

34 # Main function to handle incoming client connections
35 def (variable) server_socket: socket
36
37 server_socket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
38
39 # Bind the socket to the host and port
40 server_socket.bind((HOST, PORT))
41
42 # Listen for incoming connections
43 server_socket.listen(5)
44 print("[LISTENING] Server is listening for incoming connections...")
45
46 # Accept incoming connections and create a new thread for each client
47 while True:
48     client_socket, client_address = server_socket.accept()
49     client_thread = threading.Thread(target=handle_client, args=(client_socket, client_address))
50     client_thread.start()
51
52 # Run the server
53 if __name__ == '__main__':
54     main()

```

```

21BCE0169_server1.py x 21BCE0169_server2.py x 21BCE0169_client1.py
21BCE0169_server2.py > ...
1 import socket
2 import threading
3 import time
4
5 # Global variables
6 HOST = 'localhost'
7 PORT = 5500
8 EXPIRY_TIME = 200 # seconds
9
10 # Thread function to handle each client connection
11 def handle_client(client_socket, client_address):
12     # Get the client's acknowledgement number
13     ack_num = client_socket.recv(1024).decode()
14     print(f"[NEW CONNECTION] Client {client_address} connected with ACK number: {ack_num}")
15
16     # Receive and send messages until expiry time is reached
17     start_time = time.time()
18     while (time.time() - start_time) <= EXPIRY_TIME:
19         # Receive message from client
20         message = client_socket.recv(1024).decode()
21         if not message:
22             break
23
24         # Print the received message
25         print(f"[Website : VIT.COM , IP Address : 10.10.1.10] Client {client_address}: {message}")
26
27         # Send acknowledgement back to the client
28         client_socket.send(ack_num.encode())
29
30     # Close the connection
31     client_socket.close()
32     print(f"[CONNECTION CLOSED] Client {client_address} disconnected")
33

```

```

34 # Main function to handle incoming client connections
35 def main():
36     # Create a socket
37     server_socket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
38
39     # Bind the socket to the host and port
40     server_socket.bind((HOST, PORT))
41
42     # Listen for incoming connections
43     server_socket.listen(5)
44     print("[LISTENING] Server is listening for incoming connections...")
45
46     # Accept incoming connections and create a new thread for each client
47     while True:
48         client_socket, client_address = server_socket.accept()
49         client_thread = threading.Thread(target=handle_client, args=(client_socket, client_address))
50         client_thread.start()
51
52 # Run the server
53 if __name__ == '__main__':
54     main()

```

PAJAMA PADHAI

```

21BCE0169_server1.py x 21BCE0169_server2.py 21BCE0169_client1.py x
21BCE0169_client1.py > ...
1 import socket
2 import threading
3
4 # Global variables
5 HOST = 'localhost'
6 PORT = 5500
7
8
9 # Thread function to handle receiving messages from the server
10 def receive_messages(client_socket):
11     while True:
12         # Receive message from server
13         message = client_socket.recv(1024).decode()
14         if not message:
15             break
16
17         # Print the received message
18         print(f"[MESSAGE RECEIVED] Server: {message}")
19
20
21
22 # Main function to handle client operations
23 def main():
24     # Create a socket
25     client_socket = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
26
27     # Connect to the server
28     client_socket.connect((HOST, PORT))
29
30
31
32     # Send the acknowledgement number to the server
33     ack_num = input("Enter your acknowledgement number (0 or 1): ")
34     client_socket.send(ack_num.encode())
35
36     # Create a separate thread to receive messages from the server
37     receive_thread = threading.Thread(target=receive_messages, args=(client_socket,))
38     receive_thread.start()
39
40     # Send messages to the server
41     while True:
42         message = input()
43         if message.lower() == 'exit':
44             break
45
46         # Send message to the server
47         client_socket.send(message.encode())
48
49     # Close the connection
50     client_socket.close()
51
52 # Run the client
53 if __name__ == '__main__':
54     main()

```

INPUT CLIENT 1 :

```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL
(base) matlab@sjt516scope029:~/Downloads$ /bin/python3.9 /home/matlab/Downloads/21BCE0169_client1.py
Enter your acknowledgement number (0 or 1): 0
VIT.COM Request Server 1 to send IP address of VIT.COM
[MESSAGE RECEIVED] Server: 0

Enter your acknowledgement number (0 or 1): 1
Request Server 2 to send IP address of VIT.COM
[MESSAGE RECEIVED] Server: 1

```

SERVER 1 OUTPUT:

```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL
/bin/python3.9 /home/matlab/Downloads/21BCE0169_server1.py
(base) matlab@sjt516scope029:~/Downloads$ /bin/python3.9 /home/matlab/Downloads/21BCE0169_server1.py
[LISTENING] Server is listening for incoming connections...
[NEW CONNECTION] Client ('127.0.0.1', 35018) connected with ACK number: 0
[Not Available] Client ('127.0.0.1', 35018): VIT.COM Request Server 1 to send IP address of VIT.COM

```

SERVER 2 OUTPUT:

```
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL
(base) matlab@sjt516scope029:~/Downloads$ /bin/python3.9 /home/matlab/Downloads/21BCE0169_server2.py
[LISTENING] Server is listening for incoming connections...
[NEW CONNECTION] Client ('127.0.0.1', 40434) connected with ACK number: 1
[Website : VIT.COM , IP Address : 10.10.1.10] Client ('127.0.0.1', 40434): Request Server 2 to send IP address of VIT.COM
```

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SCOPE / BCSE308P_VL2023240101144 / Lab CAT question

Lab CAT question

Back

Question 2
Answer saved
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Flag question

Design and study the performance of topology for a Local Area Network (LAN) in which all the nodes are connected to a single cable with NS2 simulator.

Answer: bus topology

Previous page

Finish attempt ...

Quiz navigation

P2

PURVA SHARMA 21BCE0169

1 2

Finish attempt ...

```
matlab@sjt516scope029: ~
set ns [new Simulator]
set nr [open 21BCE0169.tr w]
$ns trace-all $nr
set nf [open 21BCE0169.nam w]
$ns namtrace-all $nf
proc finish { } {
    global ns nr nf
    $ns flush-trace
    close $nf
    close $nr
    exec nam 21BCE0169.nam &
    exit 0
}
# Creating nodes
set n0 [$ns node]
set n1 [$ns node]
set n2 [$ns node]
set n3 [$ns node]
set n4 [$ns node]

#Creating_Lan connection between the nodes
set lan0 [$ns newLan "$n0 $n1 $n2 $n3 $n4" 1 Mb 40 ms LL Queue/DropTail MAC/Csma/Cd Channel]

# Setting up traffic
set tcp [new Agent/TCP]
$tcp set class_2
$ns attach-agent $n0 $tcp
set sink [new Agent/TCPSink]
$ns attach-agent $n3 $sink
$ns connect $tcp $sink

set ftp [new Application/FTP]
$ftp attach-agent $tcp
$ftp set type_FTP
$ftp set packet_size_1000
```

```
# Setting simulation parameters
$ns at 1.0 "$ftp start"
$ns at 2.0 "$tcp send 1000"

# Running the simulation
$ns at 5.0 "finish"
$ns run
-- INSERT --
```

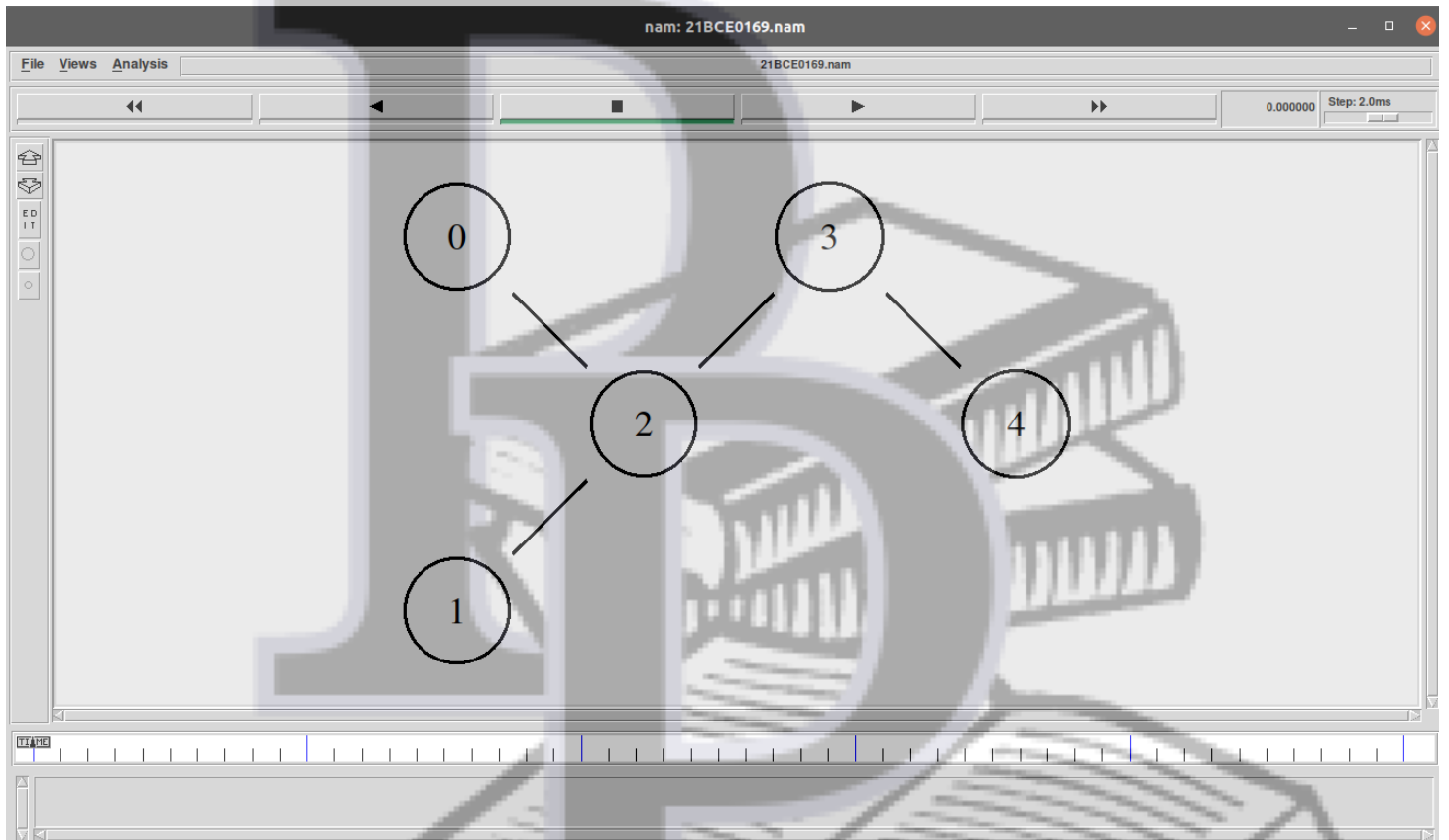
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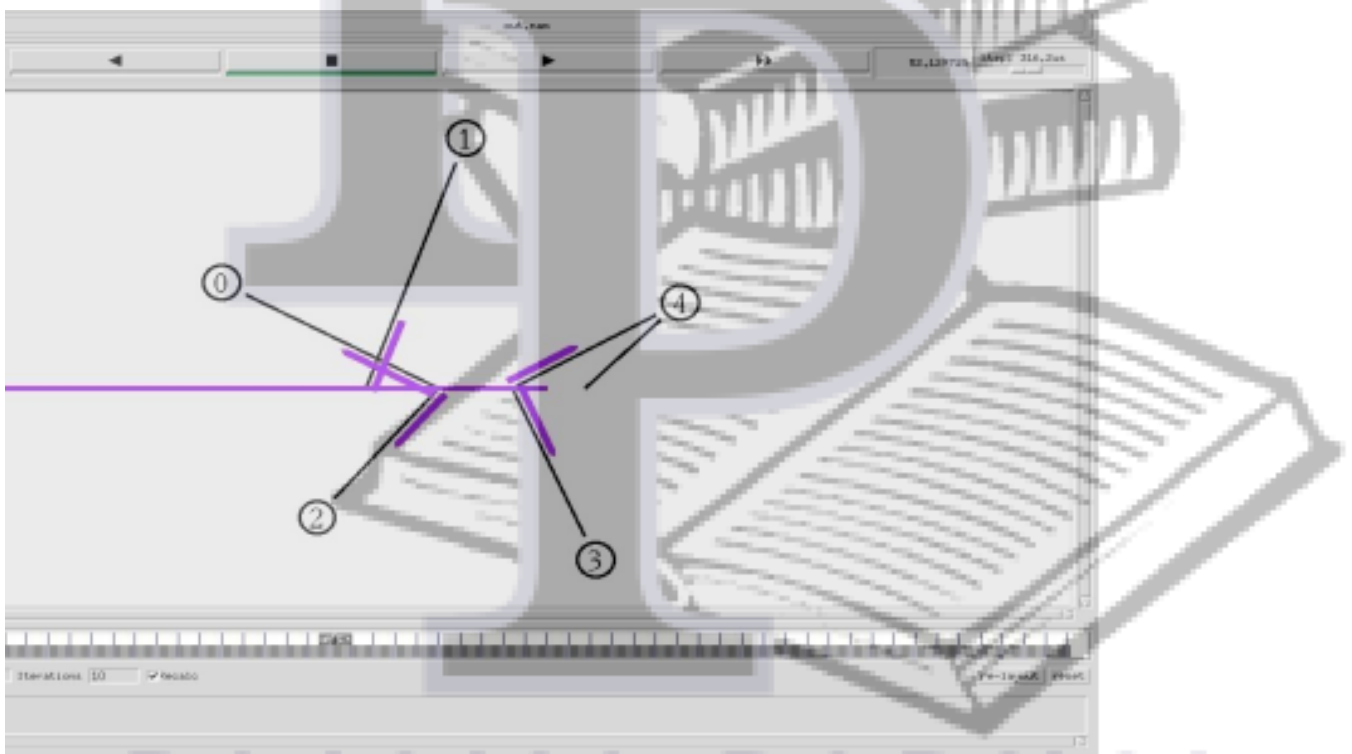
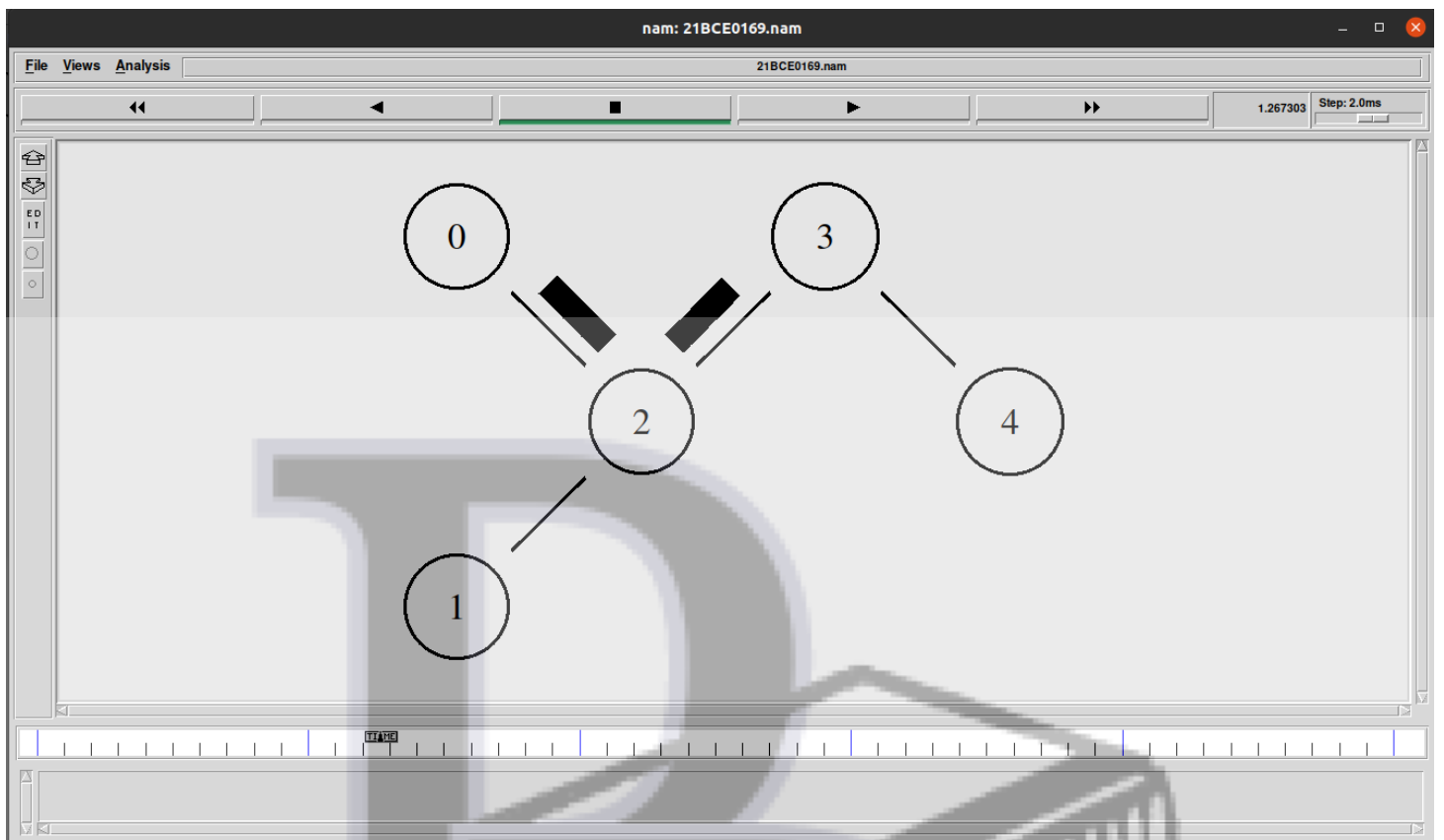
Bot



matlab@sjt516scope029: ~

```
(base) matlab@sjt516scope029:~$ vi 21BCE0169_bus.tcl
(base) matlab@sjt516scope029:~$ ns 21BCE0169_bus.tcl
```





PAJAMA PADHAI