# **Case Study Submission Part-1**

# Title: CITIZENS PROBLEM REPORTING CENTER

RollNo	Name	Contribution in case study		
CB.EN. U4CSE19105	A V V L N BALRAM	RECEIVING		
		DEPARTMENT		
CB.EN. U4CSE19137	P.S.V. AKASH	VERIFICATION		
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		DEPARTMENT		

# **Description of the case study:**

As the time grows, we need to develop our standards there one used to be a box for complaints earlier. So, why don't we transform that into digital. We are introducing citizens problem reporting center where three departments are available Namely Receiving, Verification, Execution. Here Receiving section will receive the complaints, Verification section will verify the complaints, Execute section will execute the complaints which are verified by the verification department.

### Why is Networking required?

Here we use networks in order to communicate between multiple departments. Also, execution department will communicate with various other offices in order to execute the verified problems. So, we need networking here for Receiving, Verification, Execution.

## **List of Network performance parameters:**

Normally the performance of a network is used to measure the service quality of a network as perceived by the user. To measure the performance of a network there are different ways depending on design of the network.

Parameters	Definition	Formula	
Bandwidth	The maximum amount of data transmitted over an internet connection in a given amount of time. It determines how rapidly the web server is able to upload the requested information.  Digital Devices: bps(bytes per second)  Analog Devices: cps(cycles per second)  It is a potential measurement of a link.	Expressed as <u>bits</u> per second ( <u>bps</u> ), modern network links have greater capacity, which is typically measured in millions of bits per second ( <u>megabits per second</u> , or Mbps) or billions of bits per second ( <u>gigabits per second</u> , or Gbps).	
Throughput	The number of messages successfully transmitted per unit time. The maximum throughput of a network may be consequently higher than the actual throughput achieved in every day consumption. It is an actual measurement of how fast we can send the data.	R = I/T R : Rate(Throughput) I : Inventory T : Time	
Transmission time	The time required for transmission of a message depends on the size of the message and the bandwidth of the channel.	Transmission time=Message size / Bandwidth	
Propagation Time	Propagation time measures the time required for a bit to travel from the source to the destination. The propagation time is calculated by dividing the distance by the propagation speed.	Propagation time = Distance /Propagation speed	
Processing Delay	Time taken by the processor to process the data packet is called processing delay.		

Queuing Delay	Time spent by the data packet waiting in the queue before it is taken for execution is called queuing delay.		
Packet Loss	Packet loss occurs when one or more packets of data travelling across a computer network fail to reach their destination. Due to network congestion	Efficiency = 100% * (transferred - retransmitted) / transferred  Network Loss = 100 - Efficiency	
Latency	The time required to successfully send a packet across the network.  The total time taken for a complete message to arrive at the destination, starting with the time when the first bit of the message is sent out from the source and ending with the time when the last bit of the message is delivered at the destination. Here Latency is also known as ping rate and measured in milliseconds.	Latency = Propagation Time + Transmission Time + Queuing Time + Processing Delay.  Propagation Time = Distance / Propagation Speed	
Jitter	Jitter is nothing but Packet delay Variance. The variation in the delay of received packets. It is considered as a problem when different packets of data face different delays in a network and the data at the receiver application is time sensitive i.e., audio or video data. It is measured in MilliSeconds(ms)	Latency=sum of all delays  To measure Jitter, we take the difference between samples, and then divide by the number of samples.	

#### File Handling Operations using Socket Programming

#### a. Description of the text file

We are having 7 columns in an csv file. Which is very important to validate and whenever the code got run in cmd prompt it will be reflected in an excel sheet also .

Name	Phone No	District	Pin code	Area	Problem	Verification

#### b. List of operations completed with the File

VIEW UPDATE MODIFY

#### c. Client-Side program with output for each operation

import socket

```
def client_program():
    print("V - VIEW")
    print("M - MODIFY")
    print("U - UPDATE")
    print("exit")
```

```
client_socket = socket.socket()
host = socket.gethostname()
port = 1574
```

print('WAITING FOR CONNECTION RESPONSE')

```
try:
         client_socket.connect((host,port))
   except socket.error as e:
         print(str(e))
   result = input(" => ")
   while result.lower().strip()!="exit":
         client_socket.send(result.encode())
         data = client_socket.recv(4048).decode()
         print("RECEIVED FROM SERVER : \n"+ data)
         result = input('=>')
   client_socket.close()
if __name__ == "__main__":
   client_program()
```

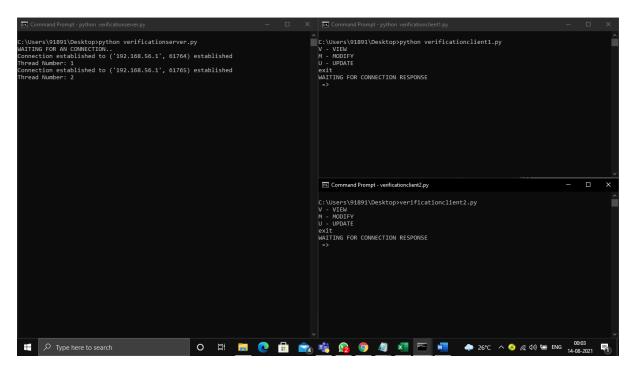
#### d. Server-side program with output for each operation

```
import socket
import os
from _thread import *
import pandas as pd
connection = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
ThreadCount = 0
try:
  connection.bind((socket.gethostname(), 1574))
except socket.error as e:
  print(str(e))
print('WAITING FOR AN CONNECTION..')
connection.listen(5)
col_names =
["Name", "Phone_No", "District", "Pincode", "Area", "Problem", "Verification"]
filename = "problem.csv"
df = pd.read_csv(filename)
df.columns = col_names
def showData(df,column_name,value):
   g = df.groupby(column_name)
  return g.get_group(value)
```

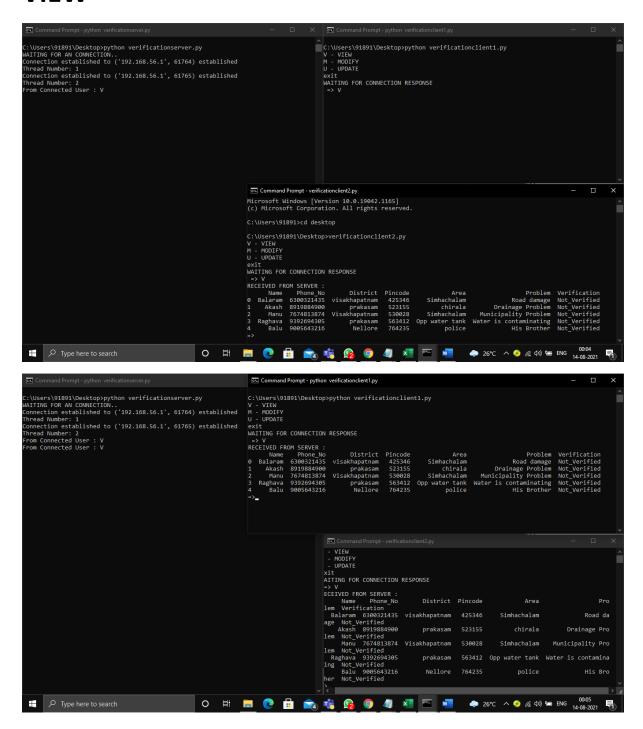
```
def getUserData(df,Name):
   df = df.iloc[Name]
   print(df)
   return df
def modifyData(df, Name, new_value):
   for index in df.index:
         if df.loc[index,"Name"] == Name:
               df.loc[index,"Verification"] = new_value
   return df
def update(df):
   df["Verification"] = df["Verification"].fillna("NotVerified")
   return df
def threaded_client(connection):
   while True:
         data = connection.recv(4048).decode('utf-8')
         if not data:
               break
         data = str(data)
         print("From Connected User : "+data)
```

```
if data == "V":
               showData = df.to_string()
                connection.send(showData.encode())
         elif data.find("M") != -1:
                split_data = data.split()
                showData =
modifyData(df,split_data[1],split_data[2]).to_string()
               connection.send(showData.encode())
               df.to_csv("problem.csv",index=False)
         elif data.find("U") != -1:
               showData = update(df).to_string()
               connection.send(showData.encode())
               df.to_csv("problem.csv",index=False)
   connection.close()
while True:
  clt, adr = connection.accept()
  print(f"Connection established to {adr} established")
  start_new_thread(threaded_client, (clt,))
  ThreadCount += 1
  print('Thread Number: ' + str(ThreadCount))
connection.close()
```

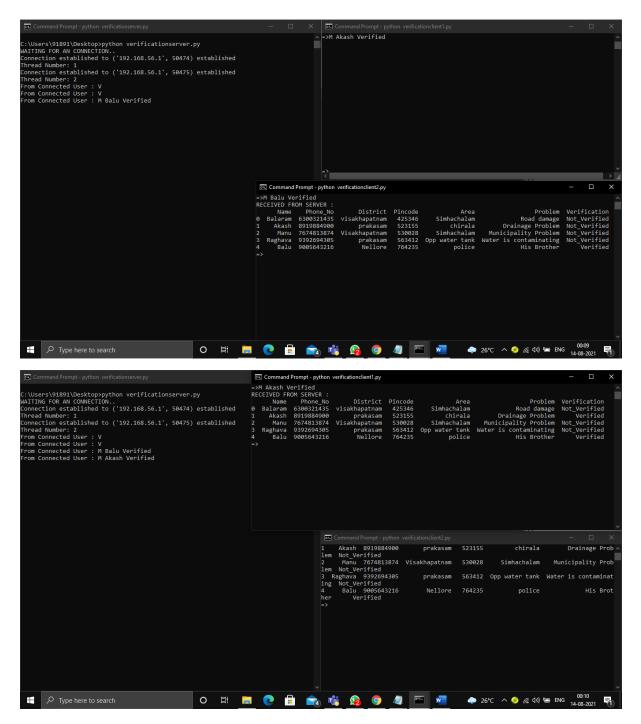
#### **OUTPUT FOR BOTH CLIENTS AND SERVER**



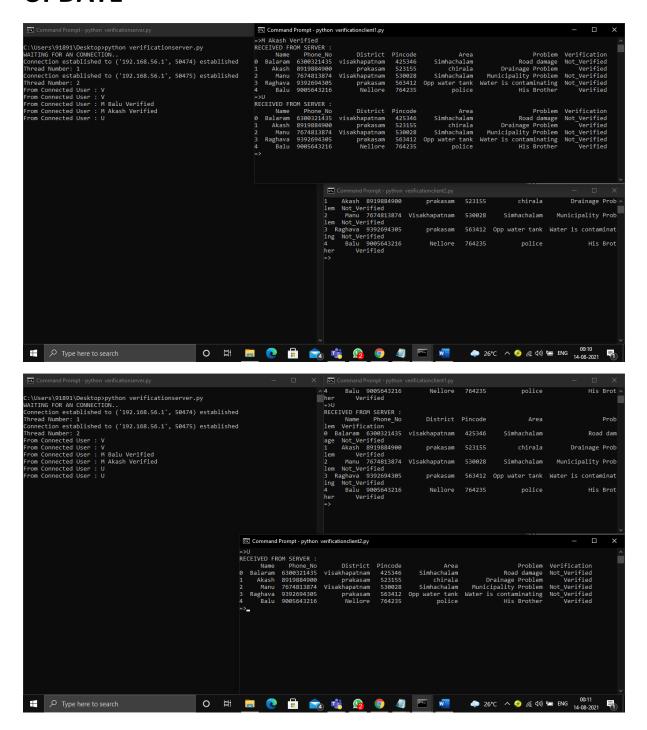
#### **VIEW**

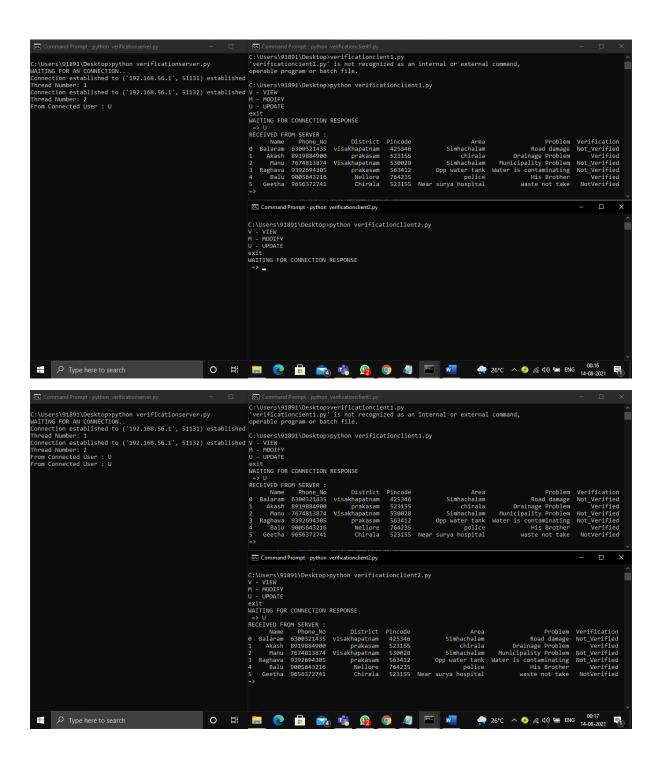


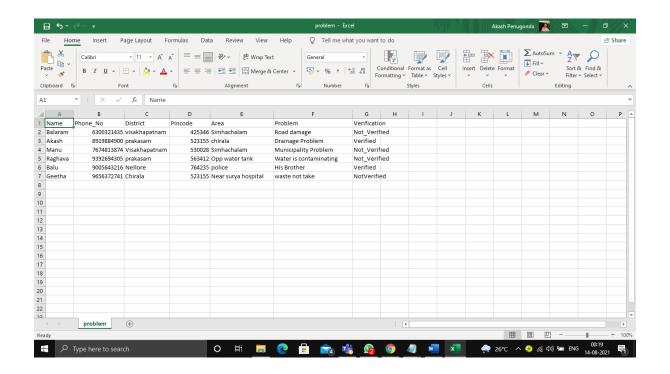
# **MODIFY**



#### **UPDATE**







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(CSE - B)