CS304 Computer Networks Lab Assignment - 2

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Submitted By:

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2018EEB1243

Task 1

1. To run server side:

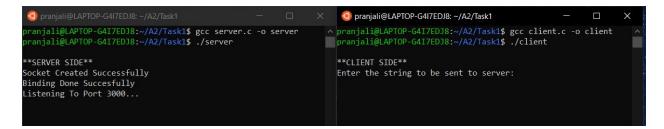
gcc server.c -o server ./server

```
opranjali@LAPTOP-G4I7EDJ8: ~/A2/Task1$ gcc server.c -o server pranjali@LAPTOP-G4I7EDJ8: ~/A2/Task1$ gcc server.c -o server pranjali@LAPTOP-G4I7EDJ8: ~/A2/Task1$ ./server

**SERVER SIDE**
Socket Created Successfully
Binding Done Successfully
Listening To Port 3000...
```

2. To run client side

gcc client.c -o client
./client



3. After entering the string

```
pranjali@LAPTOP-G4I7EDJ8: ~/A2/Task1
                                                                                   pranjali@LAPTOP-G4I7EDJ8: ~/A2/Task1
                                                                                ^ pranjali@LAPTOP-G4I7EDJ8:~/A2/Task1$ gcc client.c -o client
 ranjali@LAPTOP-G4I7EDJ8:~/A2/Task1$ gcc server.c -o server
 ranjali@LAPTOP-G4I7EDJ8:~/A2/Task1$ ./server
                                                                               pranjali@LAPTOP-G4I7EDJ8:~/A2/Task1$ ./client
 *SERVER SIDE**
                                                                                  **CLIENT SIDE**
Socket Created Successfully
                                                                                 Enter the string to be sent to server: Hii my name is Pranjali
Binding Done Succesfully
                                                                                 Socket Created Successfully
Listening To Port 3000...
                                                                                 Succesfully connected
                                                                                 String sent by server: ilajnarP si eman ym iiH pranjali@LAPTOP-G4I7EDJ8:~/A2/Task1$
Client and Server Connected Succesfully
String received from client: Hii my name is Pranjali
Reversed string sent to the client: ilajnarP si eman ym iiH
pranjali@LAPTOP-G4I7EDJ8:~/A2/Task1$ _
```

Task 2

1. To run server side:

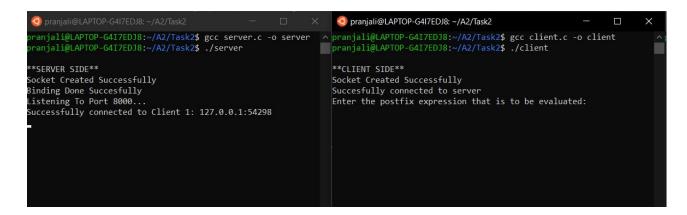
```
gcc server.c -o server
./server
```

```
pranjali@LAPTOP-G4I7EDJ8:~/A2/Task2$ gcc server.c -o server pranjali@LAPTOP-G4I7EDJ8:~/A2/Task2$ gcc server.c -o server pranjali@LAPTOP-G4I7EDJ8:~/A2/Task2$ ./server

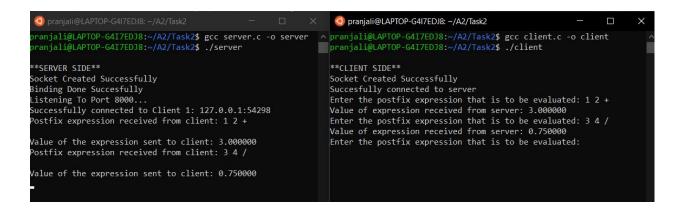
**SERVER SIDE**
Socket Created Successfully
Binding Done Succesfully
Listening To Port 8000...
```

2. Connecting Client 1

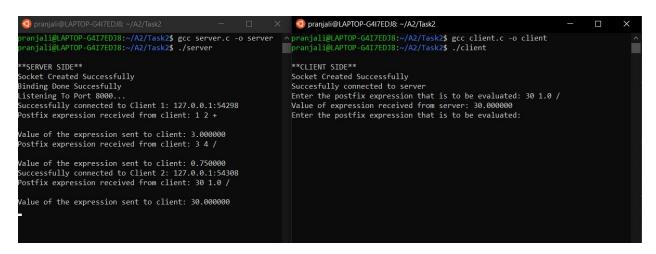
gcc client.c -o client
./client



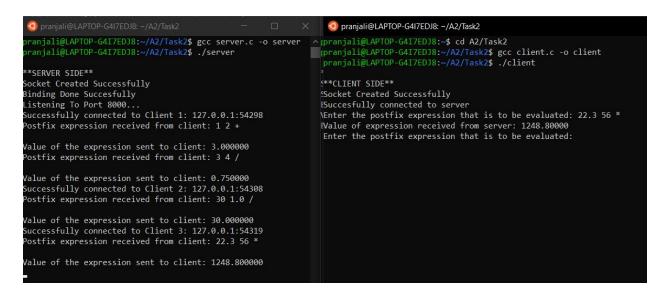
3. Receiving request from client 1 and sending the value



4. Connecting To Client 2



5. Connecting To Third Client



6. server_records.txt file

Total Time Elasped = Time server waits for client to send the expression +

Time taken by server to receive the expression+

Time taken by server to evaluate the expression +

Time taken by the server to send back the value to client

Tested on Ubuntu Available in Windows Subsystem For Linux

^{**}for the first request since the screenshot was taken so elapsed time is more

^{**}Postfix expression supports +, - , / , * operators and operands can be an integer as well as floating-point numbers