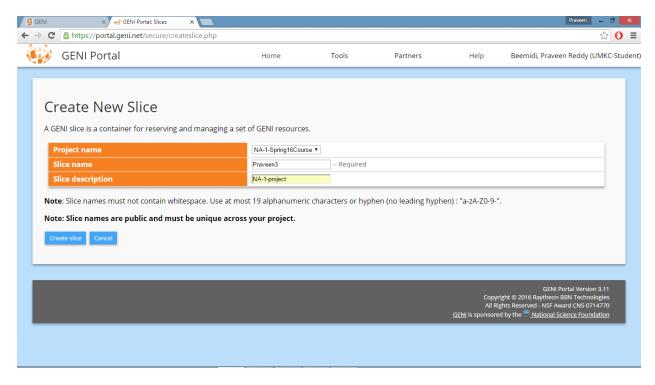
Network Architecture-1 Project Report

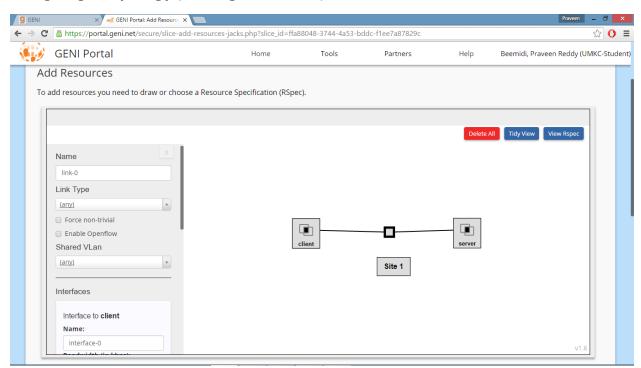
Praveen Reddy Beemidi St Id: 16208508

Matoori Vinay Kumar St Id: 16208388

Creation of slice:

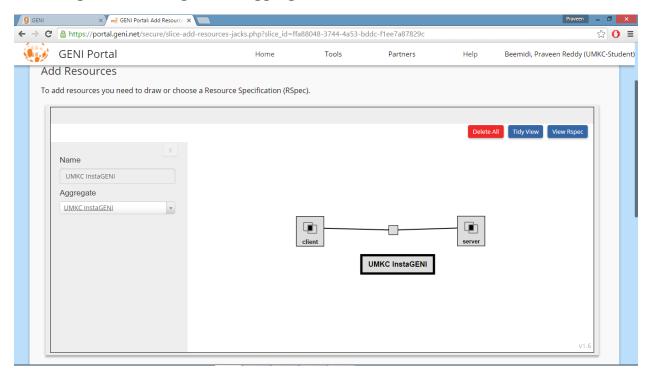


Designing a topology (Adding Resources):

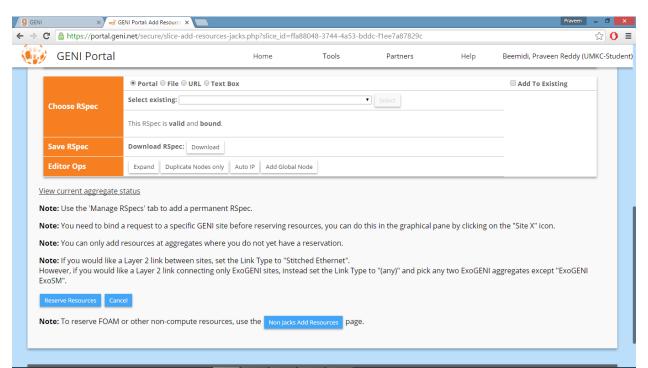


Configuration:

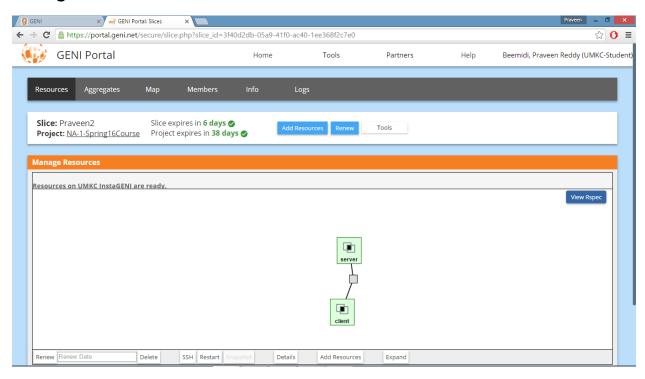
Choosing UMKC Instageni as Aggregate



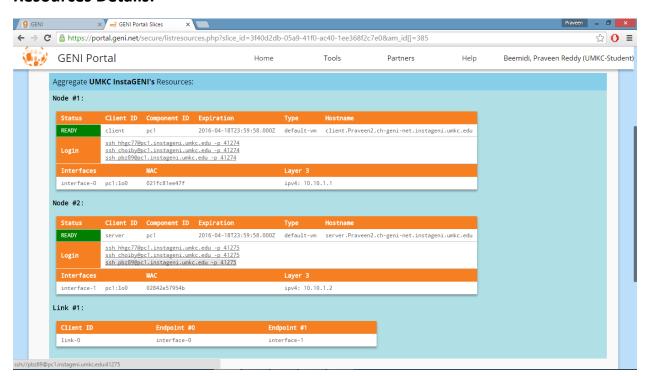
Reserve Resources:



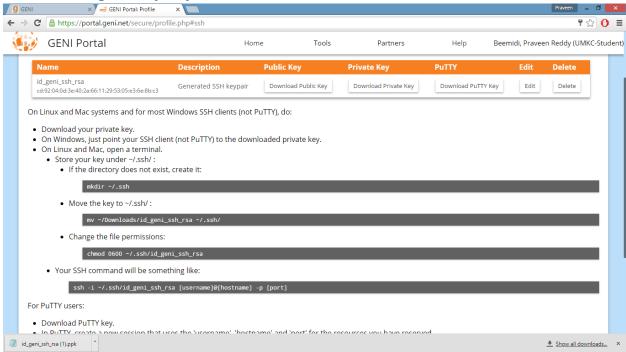
Manage Resources:



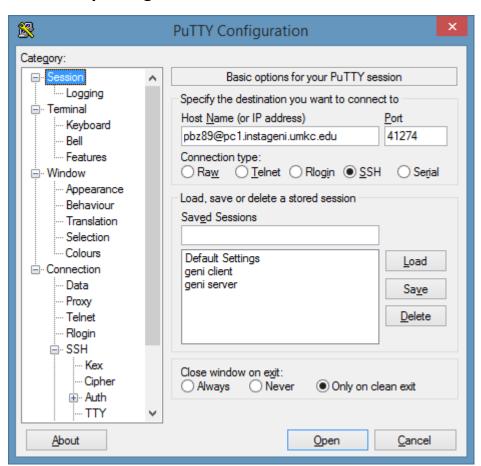
Resources Details:

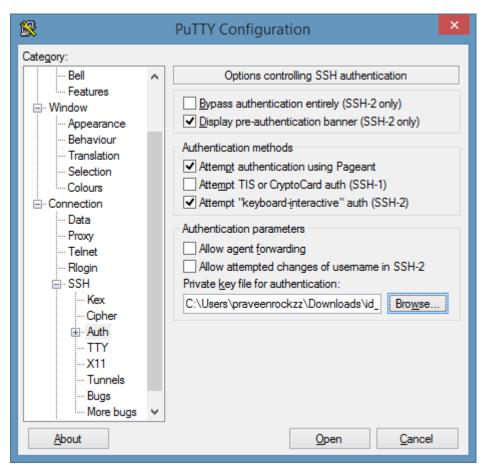


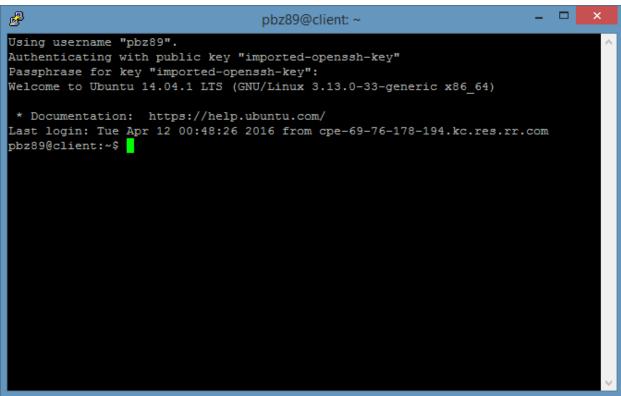
Downloading Puttey key:



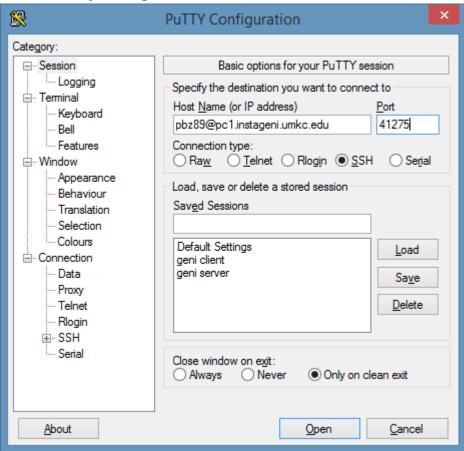
Client Putty Configuration:

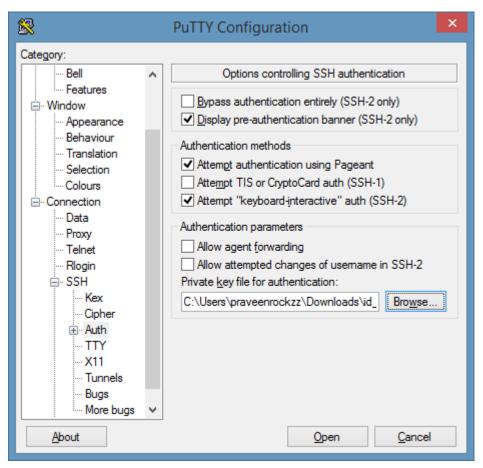


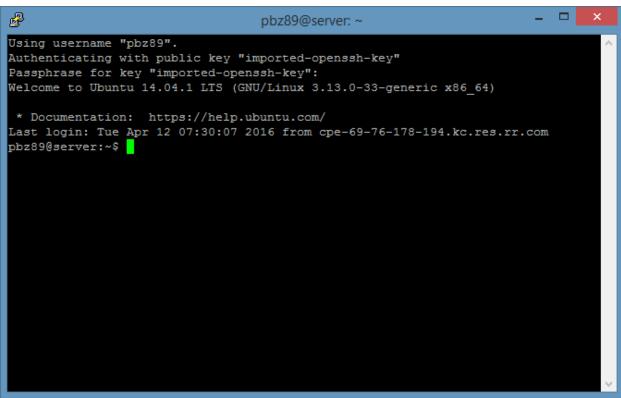




Server Putty Configuration:







Part-1

GENI/ Socket Programming

1. a. Start from client messages "hello from client-your name" and server responses with "Hello from server- your name". Then messages from each side are echoed to each other. Should quit the program by typing "Bye from client-your name" and "Bye from server- your name"

Source Files:

Client1a.java

Server1a.java

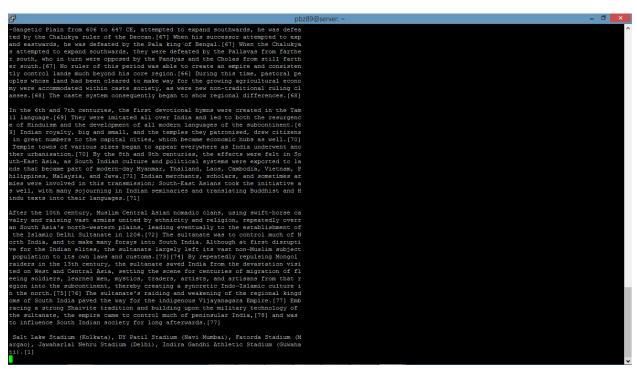
```
B
                                  pbz89@client: ~
Using username "pbz89".
Authenticating with public key "imported-openssh-key"
Passphrase for key "imported-openssh-key":
Welcome to Ubuntu 14.04.1 LTS (GNU/Linux 3.13.0-33-generic x86 64)
* Documentation: https://help.ubuntu.com/
Last login: Tue Apr 12 00:48:26 2016 from cpe-69-76-178-194.kc.res.rr.com
pbz89@client:~$ javac Client1a.java
pbz89@client:~$ java Client1a
Send message to server
client :Hello from client-Praveen
server :Hello from server-Praveen
client :Hiiiiiiiiii
server :Hiii...How r u doing?
client :I am doing good.
server :Okay Bye
client :Bye from client-Praveen
connection closed
pbz89@client:~$
```

```
_ _ |
P
                                  pbz89@server: ~
Passphrase for key "imported-openssh-key":
Welcome to Ubuntu 14.04.1 LTS (GNU/Linux 3.13.0-33-generic x86 64)
 * Documentation: https://help.ubuntu.com/
Last login: Tue Apr 12 07:30:07 2016 from cpe-69-76-178-194.kc.res.rr.com
pbz89@server:~$ javac Client1a.java
pbz89@server:~$ java Server1b
^Z
[1]+ Stopped
                              java Server1b
pbz89@server:~$ javac Server1a.java
pbz89@server:~$
pbz89@server:~$ javac Server1a.java
pbz89@server:~$ java Server1a
waiting for message from client
client :Hello from client-Praveen
Server :Hello from server-Praveen
client :Hiiiiiiiiii
Server :Hiii...How r u doing?
client :I am doing good.
Server :Okay Bye
client :Bye from client-Praveen
server :Okay bye
pbz89@server:~$
```

1.b. Send a text file (>10kb) to a server

Source Files:

Client1b.java Server1b.java



```
P
                                                                       _ 🗆
                                  pbz89@client: ~
Using username "pbz89".
Authenticating with public key "imported-openssh-key"
Passphrase for key "imported-openssh-key":
Welcome to Ubuntu 14.04.1 LTS (GNU/Linux 3.13.0-33-generic x86 64)
* Documentation: https://help.ubuntu.com/
Last login: Tue Apr 12 10:44:47 2016 from 134.193.244.212
pbz89@client:~$ javac Client1b.java
pbz89@client:~$ java Client1b
Exception in thread "main" java.lang.ArrayIndexOutOfBoundsException
        at java.lang.System.arraycopy(Native Method)
        at java.io.BufferedOutputStream.write(BufferedOutputStream.java:128)
       at Client1b.main(Client1b.java:14)
pbz89@client:~$
```

Part-2

2. a. A chat server will accept a single client connection and display everything the client types. If the client user types exit both client and server will end the program.

Source Files:

Client2a.java Server2a.java

Client:

```
P
                                  pbz89@client: ~
Exception in thread "main" java.lang.OutOfMemoryError: Java heap space
        at Client1b.main(Client1b.java:9)
pbz89@client:~$ javac Client2a.java
pbz89@client:~$ java Client2a
Text your message to server
Hii.which school are you studying
Text your message to server
^Z
[1]+ Stopped
                              java Client2a
pbz89@client:~$ javac Client2a.java
pbz89@client:~$ java Client2a
Text your message to server
Hello..This is Praveen. I am studying at UMkc
Text your message to server
Currently I am working on a project
Text your message to server
I enjoy this work. Its very interesting
Text your message to server
I ll let you know the updates again
Text your message to server
see you again. bye
Text your message to server
exit
pbz89@client:~$
```

```
B
                                                                          pbz89@server: ~
the sultanate, the empire came to control much of peninsular India,[78] and was
to influence South Indian society for long afterwards.[77]
Salt Lake Stadium (Kolkata), DY Patil Stadium (Navi Mumbai), Fatorda Stadium (M
argao), Jawaharlal Nehru Stadium (Delhi), Indira Gandhi Athletic Stadium (Guwaha
ti).[1]
[3]+ Stopped
                              java Server1b
pbz89@server:~$ javac Server2a.java
pbz89@server:~$ java Server2a
Client typed Hii.which school are you studying
UMKC
^Z
[4]+ Stopped
                              java Server2a
pbz89@server:~$ javac Server2a.java
pbz89@server:~$ java Server2a
Client typed Hello..This is Praveen. I am studying at UMkc
Client typed Currently I am working on a project
Client typed I enjoy this work. Its very interesting
Client typed I ll let you know the updates again
Client typed see you again. bye
Client texted you
exit
pbz89@server:~$
```

2.b. A server now remains open for additional connection once a client quits. The server can handle atmost one connection at a time.

Source Files:

Client2B.java Server2B.java

Client 2:

```
B
                                   root@client2: ~
  Graph this data and manage this system at:
    https://landscape.canonical.com/
Last login: Tue Apr 12 14:16:16 2016 from 134.193.244.212
root@client2:~# javac Client2.java
root@client2:~# java Client2
let chat
wow this is awesome
exit
root@client2:~# javac Client2B.java
root@client2:~# java Client
Error: Could not find or load main class Client
root@client2:~# java Client2B
send message to server:
Hiiiiii
send message to server:
How r u?
send message to server:
I m client 2
send message to server:
I have to leave to allow other clients to communicate
send message to server:
exit
root@client2:~#
```

Client 1:

```
B
                                                                        _ 0
                                   root@client1: ~
root@client1:~# javac Client1
error: Class names, 'Clientl', are only accepted if annotation processing is exp
licitly requested
1 error
root@client1:~# javac Client1.java
`[[Aroot@client1:~# java Client1
                              java Client1
[1]+ Stopped
root@client1:~# javac Client1.java
root@client1:~# java Client1
hiiiii
exit
root@client1:~# javac Client2B.java
root@client1:~# java Client2B
send message to server:
Hell0000000
send message to server:
this is client1
send message to server:
I have been waiting for a while
send message to server:
Now I got my chance after other client closed his communication
send message to server:
```

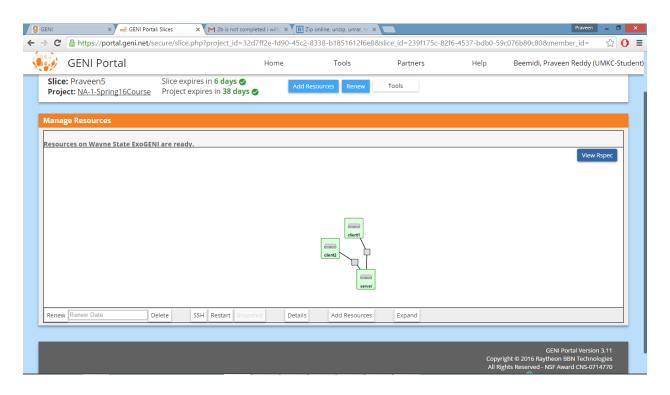
```
₽.
                                                                        _ 🗆
                                   root@server: ~
10
          Link encap:Local Loopback
          inet addr:127.0.0.1 Mask:255.0.0.0
          inet6 addr: ::1/128 Scope:Host
          UP LOOPBACK RUNNING MTU:65536 Metric:1
          RX packets:0 errors:0 dropped:0 overruns:0 frame:0
          TX packets:0 errors:0 dropped:0 overruns:0 carrier:0
          collisions:0 txqueuelen:0
          RX bytes:0 (0.0 B) TX bytes:0 (0.0 B)
root@server:~# javac Server2B.java
root@server:~# java Server2B
Server started : ServerSocket[addr=0.0.0.0/0.0.0.0.0,localport=20000]
Client accepted:
Hiiiiii
How r u?
I m client 2
I have to leave to allow other clients to communicate
exit
Client accepted:
Hell0000000
Tthis is client1
I have been waiting for a while
Now I got my chance after other client closed his communication
```

2.c. A server now can handle multiple clients at the same time. The output from all connected clients will appear on servers screen.

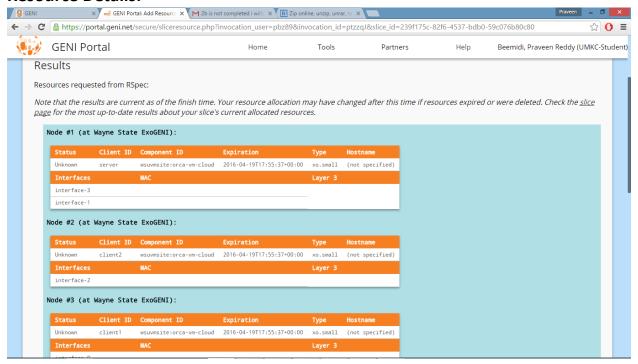
Source Files:

Client1.java Client2.java Server2.java SThread.java

Topology:



Resource Details:



Client1:

```
×
B
                                  root@client1: ~
 System load: 0.0
                                  Processes:
                                                       81
 Usage of /: 14.2% of 10.80GB
                                  Users logged in:
 Memory usage: 10%
                                  IP address for eth0: 10.103.0.2
               0%
 Swap usage:
 Graph this data and manage this system at:
   https://landscape.canonical.com/
Last login: Tue Apr 12 14:15:24 2016 from 134.193.244.212
root@client1:~# javac Client1.java
root@client1:~# javac Client1
error: Class names, 'Client1', are only accepted if annotation processing is exp
licitly requested
1 error
root@client1:~# javac Client1.java
^[[Aroot@client1:~# java Client1
^ Z
[1]+ Stopped
                             java Client1
root@client1:~# javac Client1.java
root@client1:~# java Client1
hiiiii
exit
root@client1:~#
```

Client2:

```
_ 🗆
B
                                  root@client2: ~
Using username "root".
Authenticating with public key "imported-openssh-key"
Passphrase for key "imported-openssh-key":
Welcome to Ubuntu 14.04.3 LTS (GNU/Linux 3.13.0-68-generic x86_64)
 * Documentation: https://help.ubuntu.com/
  System information as of Tue Apr 12 14:43:14 EDT 2016
 System load: 0.0
                                   Processes:
                                                       81
 Usage of /: 14.2% of 10.80GB
                                  Users logged in:
 Memory usage: 10%
                                  IP address for eth0: 10.103.0.3
 Swap usage:
               0%
 Graph this data and manage this system at:
   https://landscape.canonical.com/
Last login: Tue Apr 12 14:16:16 2016 from 134.193.244.212
root@client2:~# javac Client2.java
root@client2:~# java Client2
let chat
wow this is awesome
exit
root@client2:~#
```

```
_ 🗆
                                  root@server: ~
 symbol: class Server
 location: class Server2
4 errors
root@server:~# javac Server2.java
Server2.java:51: error: cannot find symbol
               Server server = new Server();
 symbol: class Server
 location: class Server2
Server2.java:51: error: cannot find symbol
               Server server =new Server();
 symbol:
           class Server
  location: class Server2
2 errors
root@server:~# javac Server2.java
root@server:~# java Server2
hiiiii
let chat
wow this is awesome
exit
exit
```

2.d.

Source Files:

Client2d.java Client2dThread.java Client2d2.java Client2dThread2.java Server.java ServerThread.java

Client1:

```
B
                                   root@client1: ~
root@client1:~# javac Client2d.java
Note: Client2d.java uses or overrides a deprecated API.
Note: Recompile with -Xlint:deprecation for details.
root@client1:~# java Client2d
Hiiii this is client1
48251: Hiiii this is client1
58307: Now this is client2
My messages are being displayed on all screens
48251: My messages are being displayed on all screens
Other clients
48251: Other clients
How r u
48251: How r u
58307: UMKC
58307: Missouri
58307: Kansas city
```

Client2:

```
P
                                                                                 _ 🗆 ×
                                       root@client2: ~
root@client2:~# javac Client2d2.java
Note: Client2d2.java uses or overrides a deprecated API.
Note: Recompile with -Xlint:deprecation for details.
root@client2:~# java Client2d2
48251: Hiiii this is client1
Now this is client2
58307: Now this is client2
48251: My messages are being displayed on all screens
48251: Other clients
48251: How r u
UMKC
58307: UMKC
Missouri
58307: Missouri
Kansas city
58307: Kansas city
```

```
root@server:~# javac Server.java
Note: Server.java uses or overrides a deprecated API.
Note: Recompile with -Xlint:deprecation for details.
root@server:~# java Server
Hiiii this is client1
Now this is client2
My messages are being displayed on all screens
Other clients
How r u
UMKC
Missouri
Kansas city
```