Compueter Network

Program Assignment #3

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1. The Goals of this Program Assignment

(1) Learn to use JAVA socket program language.
(2) Make computer network theory into practice.

2. The Content of this Program Assignment

1. (Blankenship 6) Using either Java, C++, or C and either a Unix or Windows platform, write a program to send an email. This is an exercise in using Sockets. You may not use a developed email interface.

2. (Blankenship 7) Using either Java, C++, or C and either a Unix or Windows platform, write a program to fetch a DNS record. This is an exercise in using Sockets. You may not use a developed an existing DNS interface.

3. (Blankenship 8) Communicate with another application using the Socket interface. Build a "chat" program.

(*Note: Do 1, 2 extra credit)

3. The Environment of this Program Assignment

(1) Windows XP
(2) MyEclipse 6.0

4. The result of this Program Assignment

I choose the 1th. and 3th. problems and Complete Successfully.

5. Appendix

Here are the screen shots of my programs:

1. E-mail system.
   In this system, I choose JAVA + Socket as the program language and look at some examples as a reference.

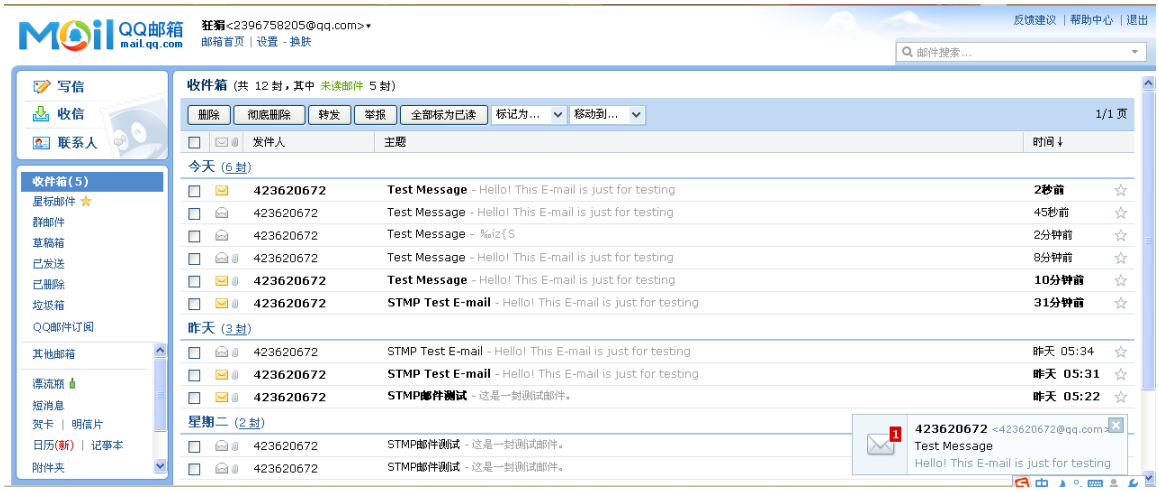
   For example,

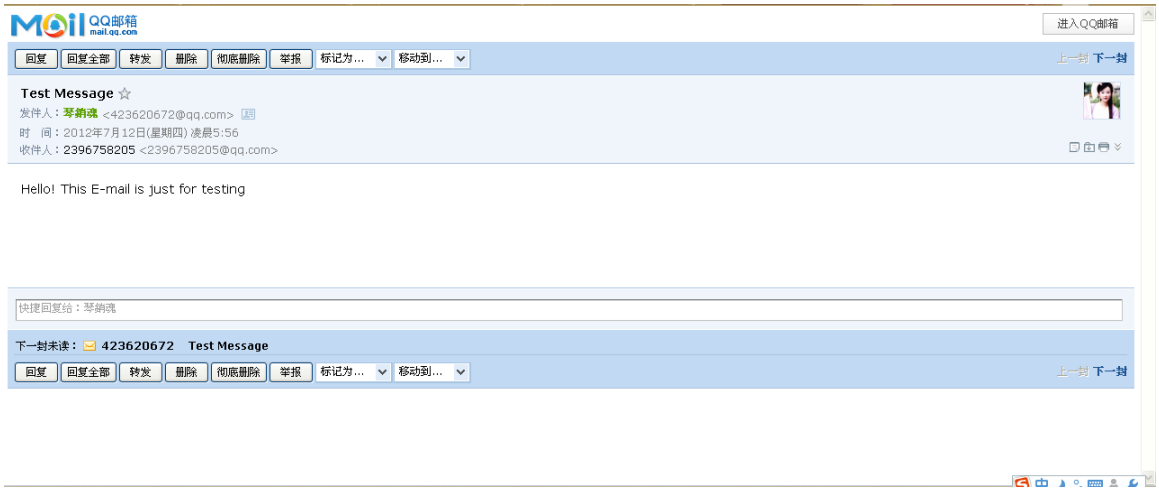
```
socket=new Socket(smtp,PORT);
socket=new Socket(address[k],PORT);

in=socket.getInputStream();
out=socket.getOutputStream();

socket.setSoTimeout(TIMEOUT);
```

   The result is :

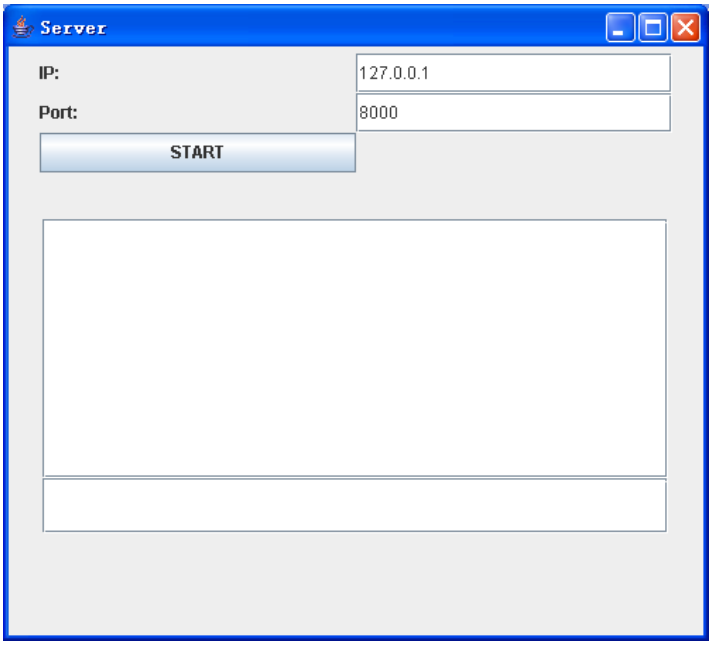
```
Connection: Host:"smtp.qq.com" Port:"25"
Response: 220 smtp.qq.com Esmtp QQ Mail Server
Send: HELO qq.com
Response: 250 smtp.qq.com
Send: AUTH LOGIN
Response: 334 VXNlcm5hbWU6
Send: NDIzNjIwNjcy
Response: 334 UGFzc3dvcmQ6
Send: bHN5ODQyNjYxMTYhISEhIQ==
Response: 235 Authentication successful
Send: MAIL FROM: <423620672@qq.com>
Response: 250 Ok
Send: RCPT TO: <2396758205@qq.com>
Response: 250 Ok
Send: DATA
Response: 354 End data with <CR><LF>.<CR><LF>
Send: From: 423620672@qq.com
Send: To: 2396758205@qq.com
Send: Subject: =?GBK?B?VGVzdCBNZXNzYWdl?=
Send: Date: Thu, 12 Jul 2012 05:51:53 +0800 (CST)
Send: MIME-Version: 1.0
Send: Content-Type: multipart/mixed; BOUNDARY="======================================"
Send: Content-Transfer-Encoding: base64
Send: X-Priority: 3
Send: X-Mailer: Liu Shiyun
Send:
Send: --======================================--
Send: Content-Type: text/plain; charset="GBK"
Send: Content-Transfer-Encoding: base64
Send:
Send: SGVsbG8hIFRoaXMgRS1tYWlsIGlzIGp1c3QgZm9yIHRlc3Rpbmc=
Send: --======================================--
Send: Content-Type: application/rtf; name="=?GBK?B?SGkucnRm?="
Send: Content-Transfer-Encoding: base64
Send: Content-Disposition: attachment; filename="=?GBK?B?SGkucnRm?="
Send:
Send: e1xydGYxXGFuc2lcYW5zaWNwZzkzNlxkZWZmMFxkZWZsYW5nMTAzM1xkZWZsYW5nZmUyMDUy
Send: e1xmb250dGJse1xmMFxmbW9kZXJuXGZwcnE2XGZjaGFyc2VOMTM0IFwnY2JcJ2NlXCdjY1wn
Send: ZTU7fXONCntcK1xnZW5lcmFOb3IgTXNmdGVkaXQgNS4OMS4xNS4xNTA3O31cdmlld2tpbmQO
Send: XHVjMVxwYXJkXGxhbmcyMDUyXGYwXGZzMjAgSGl+XHBhcgOKfQOKADA3
Send: --======================================--
Send: .
Response: 250 Ok: queued as
Send: QUIT
Response: 221 Bye
Congratulations! The E-mail has been sent successfully!
```

The email has been sent successfully and this program is reference to many examples.

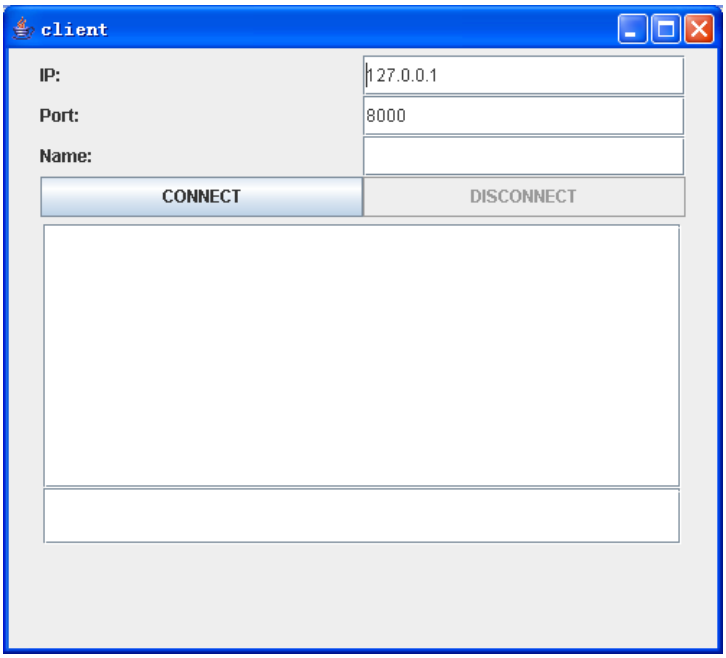




2. Chat Room
   In this project, I build two windows. One is Server and the other is Client.

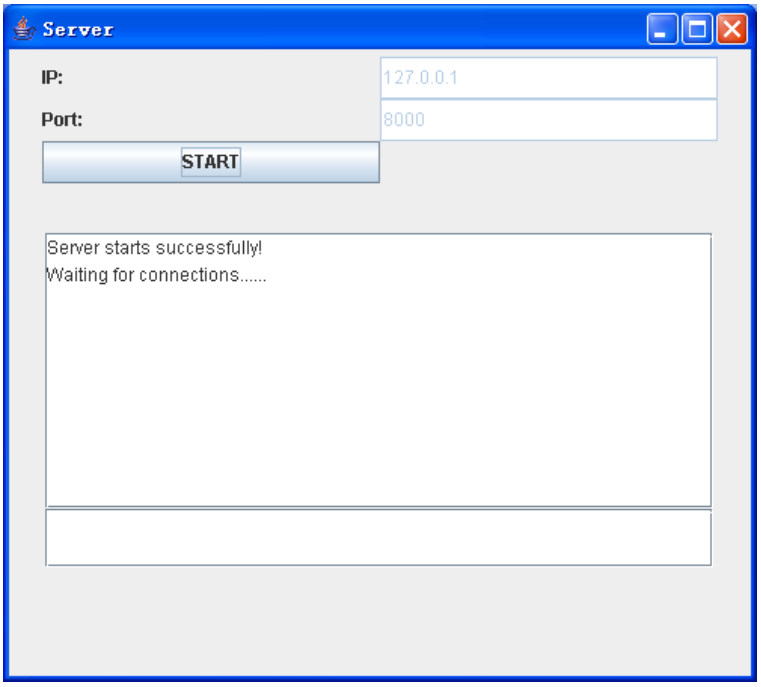


In Server window, there are IP textbox to set the IP address of the Server, Port textbox to set the port number and a START button to start a server.



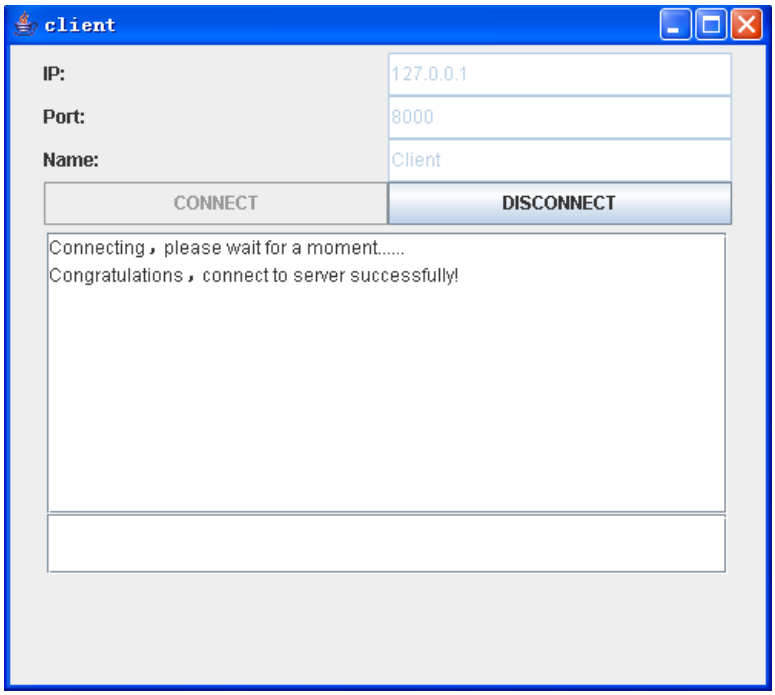
In Client window, there are IP textbox to set the IP address of the Client (It needs to be the same as the that of Server), Port textbox to set the port number, Name textbox to set the user name of Client and CONNECT and DISCONNECT buttons.

(1) Start the Server

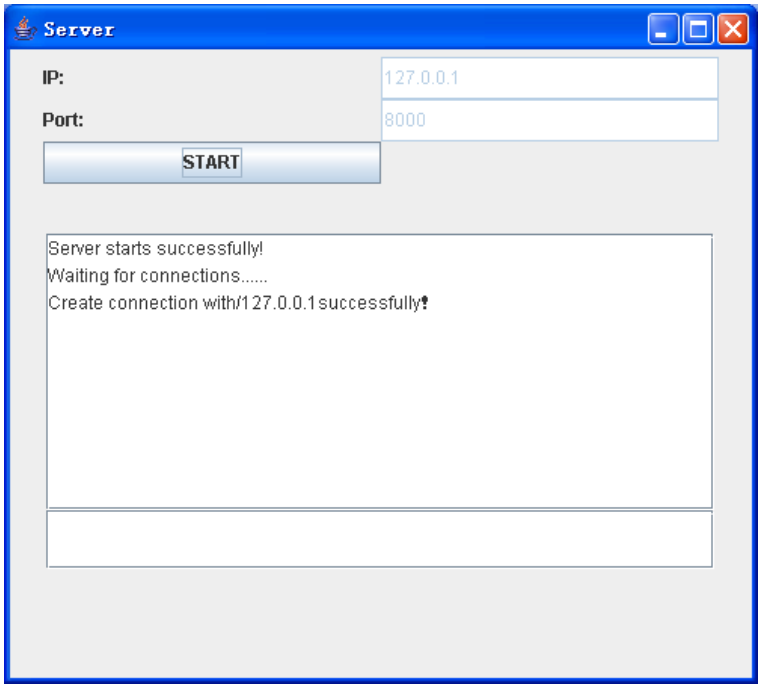


First, we need to start the server to wait for connection.

(2) Client Connect to Server

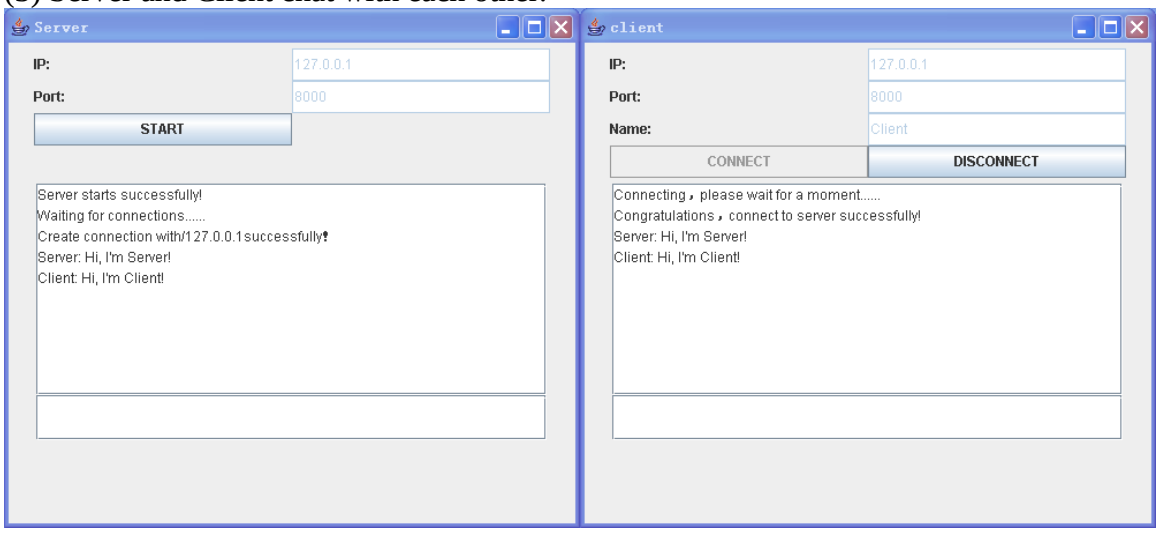


Then the Client connection to the Server after the Server start.



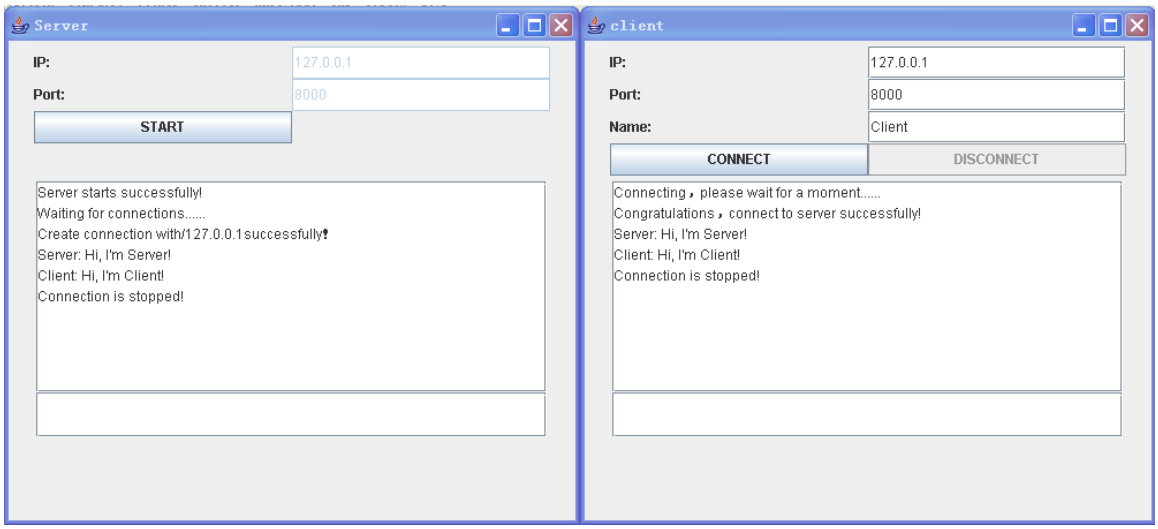
The Server window also displays the successful information.

(3) Server and Client chat with each other.



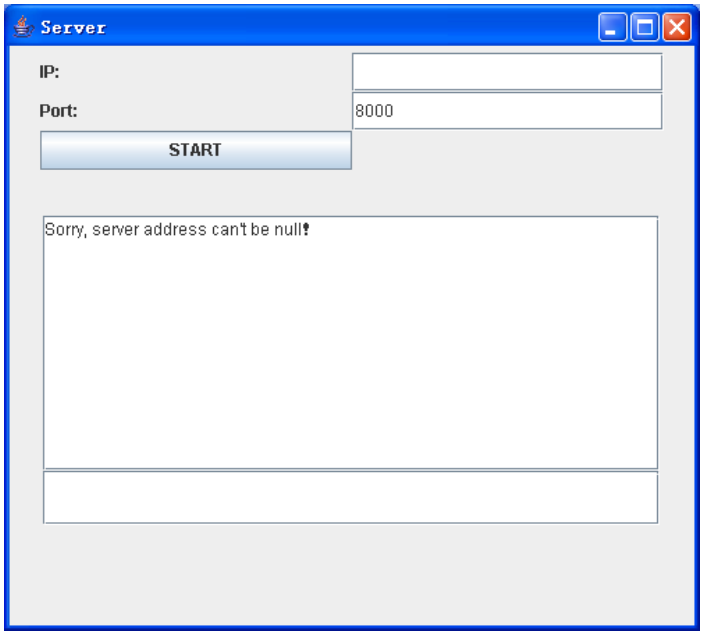
Then the Server and Client can chat with each other.

(4) Realse the connection

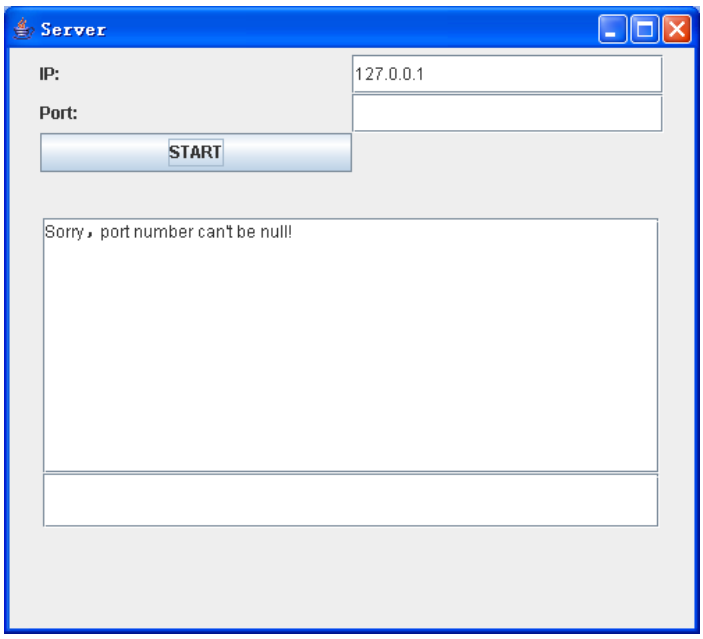


If the Client push the DISCONNECT button, the connection will be released.

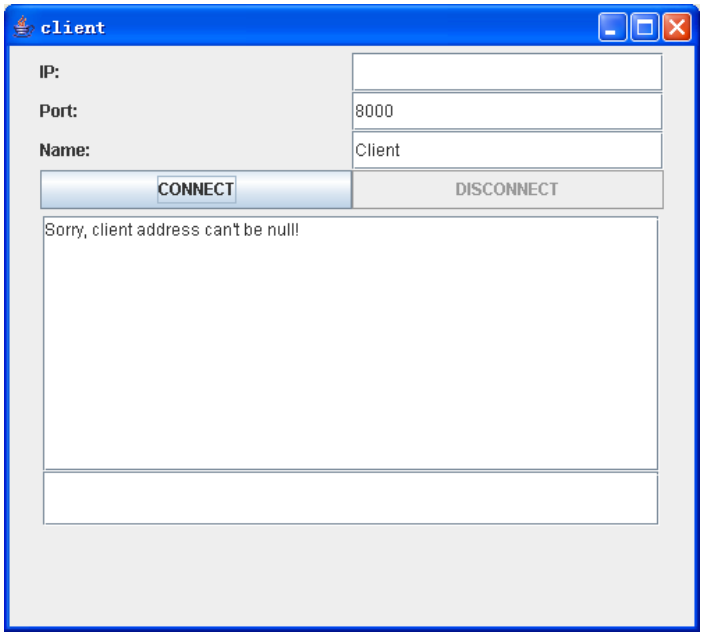
There are also some exceptions.:
(1) IP address of Server is NULL



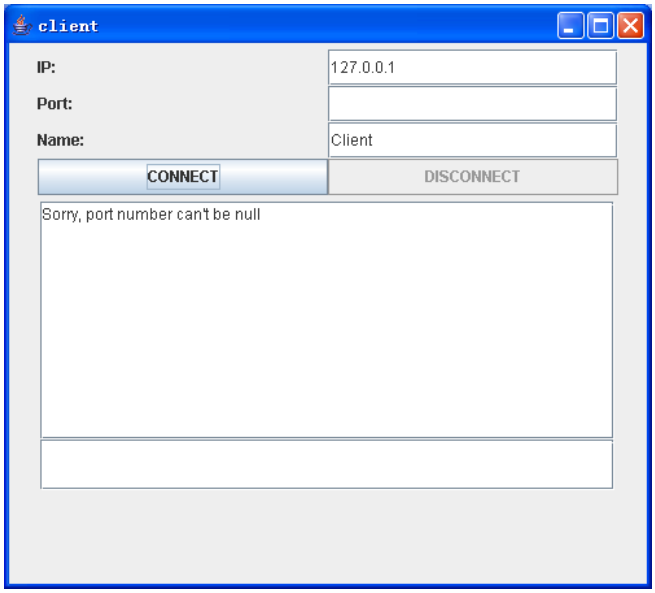
(2) Port Number of Server is NULL



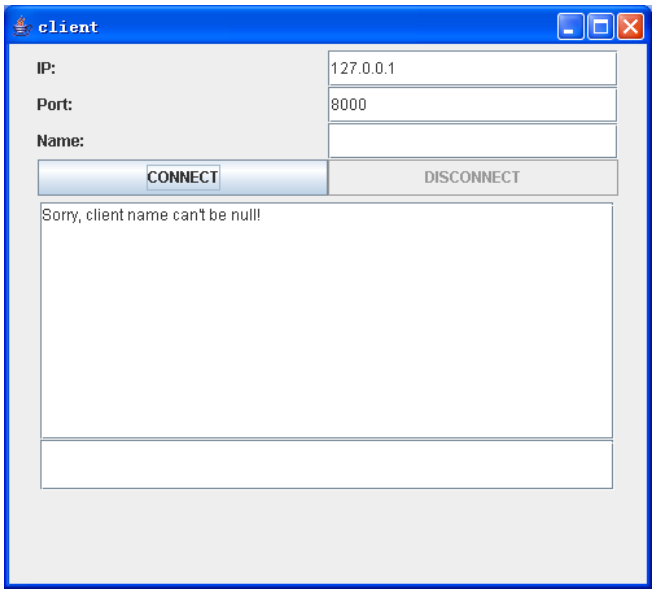
(3) IP address of Client is NULL



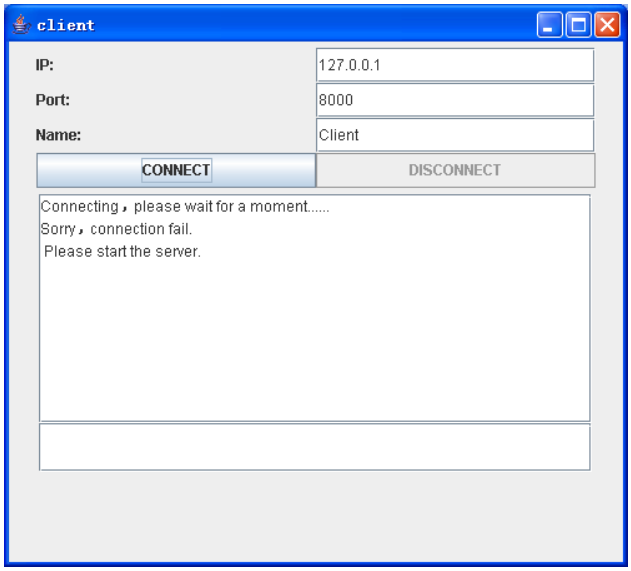
(4) Port number of Client is NULL



(5) Uer name of Cient is NULL



(6) Server hasn’t been started before connecting


client
IP:
127.0.0.1
Port:
8000
Name:
Client
CONNECT
DISCONNECT
Connecting , please wait for a moment.....
Sorry , connection fail.
Please start the server.