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CYCLE 2

Computer Networks Lab

1. Write a program for error detecting code using CRC-CCITT (16-bits).

Program :

```
def xor1(a,b):
   x = ""
   # print(len(a),len(b)) fori
   inrange(1,len(a)):
      if a[i] ==b[i]:
         x += "0"
      else:
         x += "1"
   return x

defmodulo2(divident,divisor):
   divlen =len(divisor)
   temp =divident[0:divlen] #
   print(temp)
   while(divlen < len(divident)): if
      temp[0] == "1":
         temp = xor1(temp,divisor)+divident[divlen] else:
         temp =temp[1:divlen]+divident[divlen] #
      print(temp)
      divlen+=1 #
   print(temp)
   if temp[0] =="1":
      temp=xor1(temp,divisor) #
      return "0"+temp
   # print(len(temp),)
   iflen(temp)<len(divisor):
      return "0"+temp
   return temp
```

```
def encode(data, key):
    append = data+"0"*(len(key)) #
    print(code)
    rem = modulo2(append,key)
    print("remaindar="+rem) code =
    data+rem print("code="+code)

    # Checking thelogic:

    rem = modulo2(code, key)
    print("Remaindar we get when we do not have error="+rem) code
    = code.replace("011","101")
    rem = modulo2(code, key)
    print("Remaindar we get when we have error="+rem)



def polytobin(string): keys
    = []
    key = ""
    for i in string:
        if i == '+':
            keys.append(int(key[1:]))
            key =""
            continue key
        += i
    if key != "":
        keys.append(0)
    bina = "" j
    = 0
    print(keys)
    for i in range(keys[0], -1, -1): if
        i ==(keys[j]):
            bina += "1"
            j += 1
        else:
            bina +="0"
    print(bina) return
    bina
```

```
string = input("Enter the key polynomial:\n") key
= polytobin(string)
string=input("Enterthedatapolynomial:\n") data =
polytobin(string)
print(key, data)
encode(data, key)
```

Output:

```
C:\CN-LAB\Scripts\python.exe C:/Users/Dell/PycharmProjects/CN-LAB/CRC.py
Enter the key polynomial:
x16+x12+x4+1
[16, 12, 4, 0]
10001000000010001
Enter the data polynomial:
x15+x12+x11+x8+x7+x4+x3+1
[15, 12, 11, 8, 7, 4, 3, 0]
1001100110011001
10001000000010001 1001100110011001
remaindar=00001001000010010
code=1001100110011001000010010010000010010
Remaindar we get when we do not have error=00000000000000000
Remaindar we get when we have error=00110011001100000

Process finished with exit code 0
```

2.Write a program for distance vector algorithm to find suitable path for transmission.

Program :

```
class Graph:

    def_init_(self, vertices):
        self.V = vertices
        self.graph = []


    def add_edge(self, s, d, w):
        self.graph.append([s, d, w])


    def print_solution(self, dist, src, next_hop):
        print("Routing table for ", src) print("Dest \t
        Cost \t Next Hop")
        for i in range(self.V):
            print("{0}\t{1}\t{2}".format(i,dist[i],next_hop[i])) def

    bellman_ford(self, src):

        dist = [99] * self.V
        dist[src] = 0
        next_hop={src:src}
        for _ in range(self.V - 1):
            for s, d, w in self.graph:
                if dist[s] != 99 and dist[s] + w < dist[d]:
                    dist[d] = dist[s] + w
                    if s == src:
                        next_hop[d] =d
                    elif s in next_hop: next_hop[d]
                        = next_hop[s]

        for s, d, w in self.graph:
            if dist[s] != 99 and dist[s] + w < dist[d]:
                print("Graph containsnegativeweightcycle")
                return

        self.print_solution(dist, src, next_hop)
```

```
def main():
   matrix = []
   print("Enter the no. of routers:") n
   = int(input())
   print("Enter the adjacency matrix : Enter 99 for infinity") for i
   inrange(0,n):
      a=list(map(int,input().split("")))
      matrix.append(a)

   g = Graph(n)
   for i in range(0,n): for
      j in range(0,n):
         g.add_edge(i,j,matrix[i][j])

   for k in range(0, n):
      g.bellman_ford(k)

main()
```

Output:

```
C:\CN-LAB\Scripts\python.exe C:/Users/Dell/PycharmProjects/CN-LAB/ROUTINGTABLE.py
Enter the no. of routers:
3
Enter the adjacency matrix : Enter 99 for infinity
0 1 999
1 0 1
999 1 0
Routing table for  0
Dest     Cost    Next Hop
0    0   0
1    1   1
2    2   1
Routing table for  1
Dest     Cost    Next Hop
0    1   0
1    0   1
2    1   2
Routing table for  2
Dest     Cost    Next Hop
0    2   1
1    1   1
2    0   2

Process finished with exit code 0
```

3.Implement Dijkstra's algorithm to compute the shortest path for a given topology.

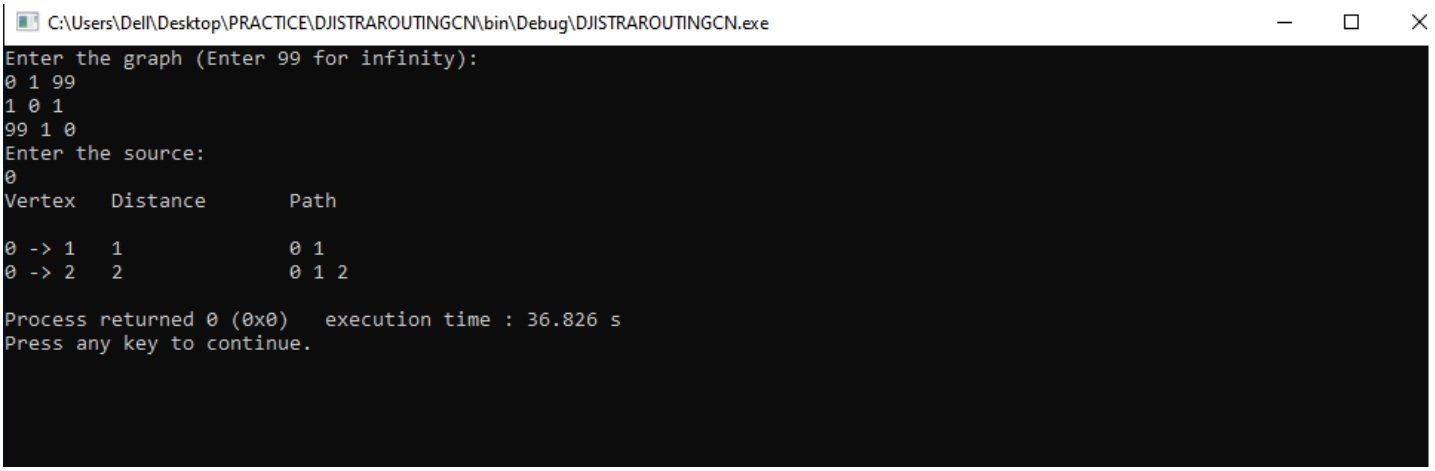
Program:

```
#include<bits/stdc++.h>
using namespace std;

#define V 5

int minDistance(int dist[], bool sptSet[])
{
   int min=9999, min_index;

   for (int v = 0; v < V; v++)

      if (sptSet[v] == false && dist[v] <= min) min
         = dist[v], min_index = v;

   return min_index;
}

void printPath(int parent[], int j)
{
   if (parent[j] == - 1)
      return;

   printPath(parent, parent[j]);

   cout<<j<<" ";
}

void printSolution(int dist[], int n, int parent[])
{
   int src =0;
   cout<<"Vertex\t Distance\tPath"<<endl; for
   (int i = 1; i < V; i++)
   {
      cout<<"\n"<<src<<" -> "<<i<<" \t "<<dist[i]<<"\t\t"<<src<<" ";
      printPath(parent, i);
   }
}
```

```
void dijkstra(int graph[V][V], int src)
{

   int dist[V]; bool

   sptSet[V]; int

   parent[V];

   for (int i = 0; i < V; i++)
   {
      parent[0] = -1;
      dist[i] = 9999;
      sptSet[i] = false;
   }

   dist[src] = 0;

   for (int count = 0; count < V - 1; count++)
   {
      int u = minDistance(dist, sptSet); sptSet[u] =

      true;

      for (int v = 0; v < V; v++)

         if (!sptSet[v] && graph[u][v] &&
            dist[u] + graph[u][v] <dist[v])
         {
            parent[v] = u;
            dist[v] = dist[u] + graph[u][v];
         }
   }

   printSolution(dist, V, parent);
}

int main()
{
   int graph[V][V];
   cout<<"Enterthegraph(Enter99forinfinity):"<<endl; for(int i
   = 0; i<V; i++)
   {
```

```
    for(int j = 0; j<V; j++)
        cin>>graph[i][j];
  }
  cout<<"Enter the source: "<<endl; int
  src;
  cin>>src;

  dijkstra(graph, src);
  cout<<endl;
  return 0;
}
```

Output:



4.Write a program for congestion control using Leaky bucket algorithm.

Program :

```
#include<bits/stdc++.h>
#include<unistd.h>
using namespace std;
#define bucketSize 500

void bucketInput(int a,int b)
{
	if(a > bucketSize)
		cout<<"\n\t\tBucket overflow";
	else{
		sleep(5);
		while(a>b){
			cout<<"\n\t\t"<<b<<" bytes outputted."; a-=b;
			sleep(5);
		}
		if(a > 0)
			cout<<"\n\t\tLast "<<a<<" bytes sent\t";
		cout<<"\n\t\tBucket output successful";
	}
}
int main()
{
	int op,pktSize;
	cout<<"Enter output rate : ";
	cin>>op;
	for(int i=1;i<=5;i++)
	{
		sleep(rand()%10); pktSize=rand()
		%700;
		cout<<"\nPacket no "<<i<<"\tPacket size = "<<pktSize; bucketInput(pktSize,op);
	}
	cout<<endl;
	return 0;
}
```

Output:

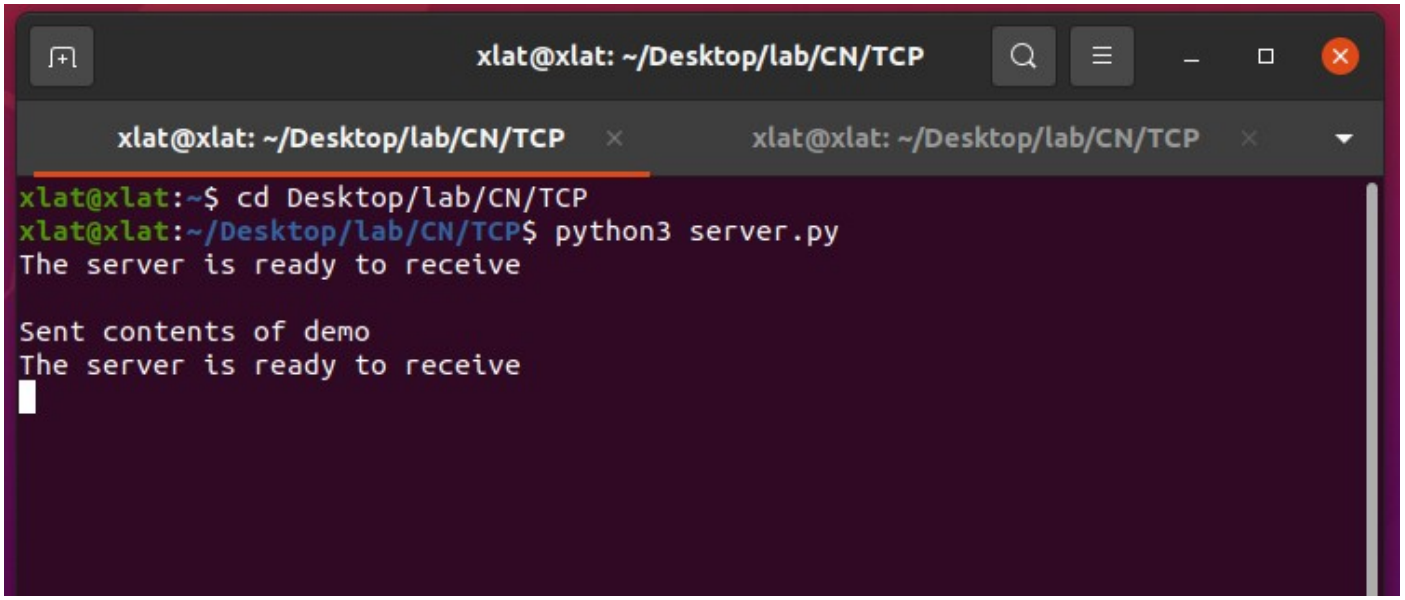
```
Enter output rate : 108

Packet no 1     Packet size = 267
                108 bytes outputted.
                108 bytes outputted.
                Last 51 bytes sent
                Bucket output successful
Packet no 2     Packet size = 600
                Bucket overflow
Packet no 3     Packet size = 324
                108 bytes outputted.
                108 bytes outputted.
                Last 108 bytes sent
                Bucket output successful
Packet no 4     Packet size = 658
                Bucket overflow
Packet no 5     Packet size = 664
                Bucket overflow

Process returned 0 (0x0)   execution time : 58.068 s
Press any key to continue.
```

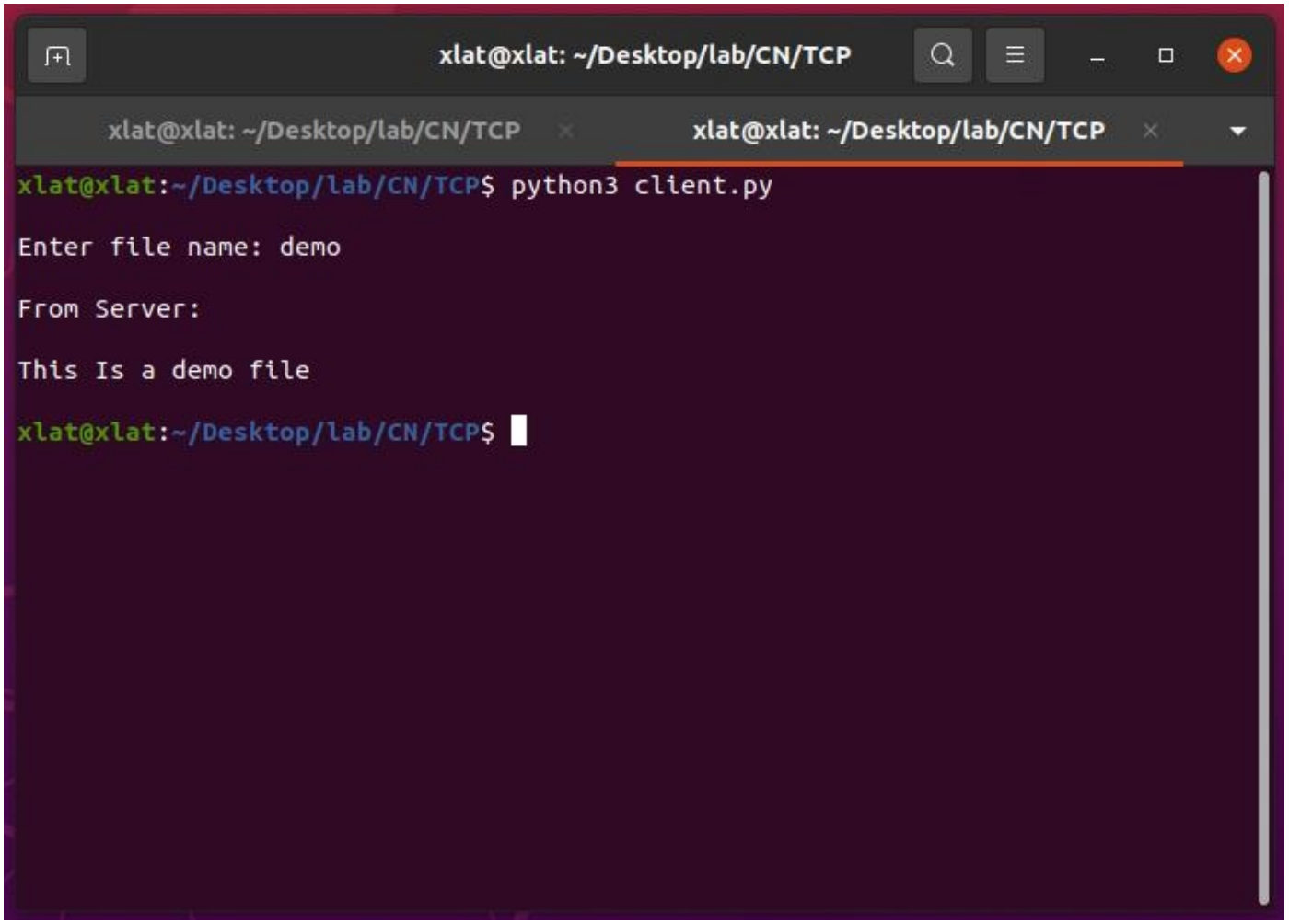
5.Using TCP/IP sockets, write a client-server program to make client sending the file name and the server to send back the contents of the requested file if present.

Program:

```
#Client.py
from socket import *
serverName = “127.0.0.1”
serverPort = 12000
clientSocket=socket(AF_INET,SOCK_STREAM)
clientSocket.connect((serverName,serverPort))
sentence = input("Enter file name")
clientSocket.send(sentence.encode()) filecontents=
clientSocket.recv(1024).decode() print ('From
Server:', filecontents) clientSocket.close()

#Server.py
from socket import *
serverName=”127.0.0.1”
serverPort = 12000
serverSocket = socket(AF_INET,SOCK_STREAM)
serverSocket.bind((serverName,serverPort))
serverSocket.listen(1)
print ("The server is ready to receive")
while 1:
        connectionSocket, addr = serverSocket.accept()
        sentence = connectionSocket.recv(1024).decode()
        file=open(sentence,"r")
        l=file.read(1024)
        connectionSocket.send(l.encode())
        file.close() connectionSocket.close()
```

Output:


xlat@xlat: ~/Desktop/lab/CN/TCP
xlat@xlat: ~/Desktop/lab/CN/TCP
xlat@xlat: ~/Desktop/lab/CN/TCP
xlat@xlat:~$ cd Desktop/lab/CN/TCP
xlat@xlat:~/Desktop/lab/CN/TCP$ python3 server.py
The server is ready to receive
Sent contents of demo
The server is ready to receive


xlat@xlat: ~/Desktop/lab/CN/TCP
xlat@xlat: ~/Desktop/lab/CN/TCP
xlat@xlat: ~/Desktop/lab/CN/TCP
xlat@xlat:~/Desktop/lab/CN/TCP$ python3 client.py
Enter file name: demo
From Server:
This Is a demo file
xlat@xlat:~/Desktop/lab/CN/TCP$

6. Using UDP sockets, write a client-server program to make client sending the file name and the server to send back the contents of the requested file if present.

Program:

```
#ClientUDP.py
from socket import *
serverName="127.0.0.1"
serverPort = 12000
clientSocket = socket(AF_INET, SOCK_DGRAM)
sentence = input("Enter file name")
clientSocket.sendto(bytes(sentence,"utf-8"),(serverName, serverPort))
filecontents,serverAddress = clientSocket.recvfrom(2048)
print ('From Server:', filecontents)
clientSocket.close()
```

```
#ServerUDP.py
from socket import *
serverPort = 12000
serverSocket=socket(AF_INET,SOCK_DGRAM)
serverSocket.bind(("127.0.0.1", serverPort)) print
("The server is ready to receive")
while 1:
        sentence,clientAddress = serverSocket.recvfrom(2048)
        file=open(sentence,"r")
        l=file.read(2048)
        serverSocket.sendto(bytes(l,"utf-8"),clientAddress) print("sent
        back to client",l)
        file.close()
```

Output:

```
C:\CN-LAB\Scripts\python.exe C:/Users/Dell/PycharmProjects/CN-LAB/main2.py
The server is ready to receive
SENT BACK TO CLIENT test.html is thr okji
```

The server.py is executed first to set up server..and file name is passed

main2 main

```
C:\CN-LAB\Scripts\python.exe C:/Users/Dell/PycharmProjects/CN-LAB/main.py
Enter file nametest.html
From Server: <!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <title>hello ji</title>
</head>
<body>

</body>
</html>

Process finished with exit code 0
```