CSP334: Computer Networks, Lab Assignment No 5,SOCKET PROGRAMMING IN C

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Entry No. : 2016UCS0028

1: Writing breif note on some networking user defined structures

It has been done and the answer is in file question1.txt

2: question on using inet aton and inet ntoa

It has been coded and the code is in file question2.c

Screenshot (How to compile and how output should appear)

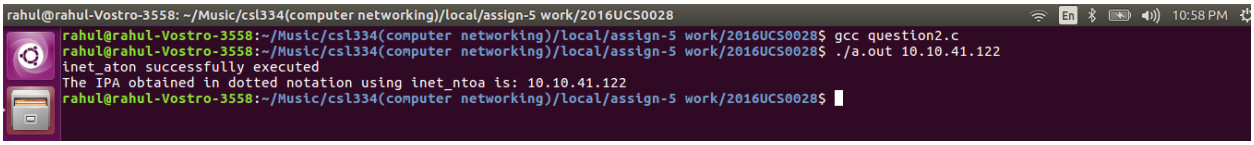

Figure 1: inet ntoa and inet aton

3: question on checking endianess of a machine

It has been coded and the code is in file question3.c

Screenshot (How to compile and how output should appear)

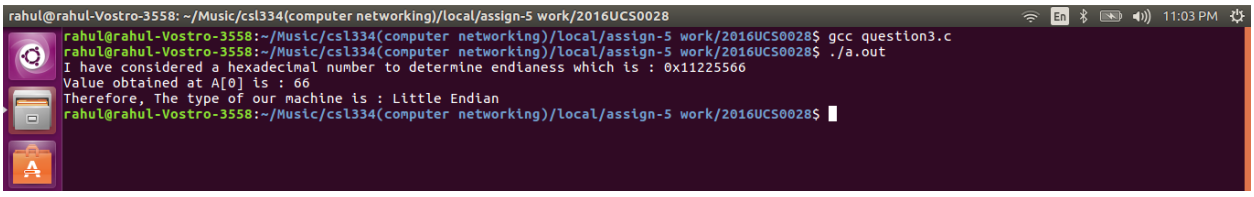

Figure 2: Endianess of a machine

4: question on to show IPA and port number without using bind()

It has been coded and the code is in file question4.c

Screenshot (How to compile and how output should appear)

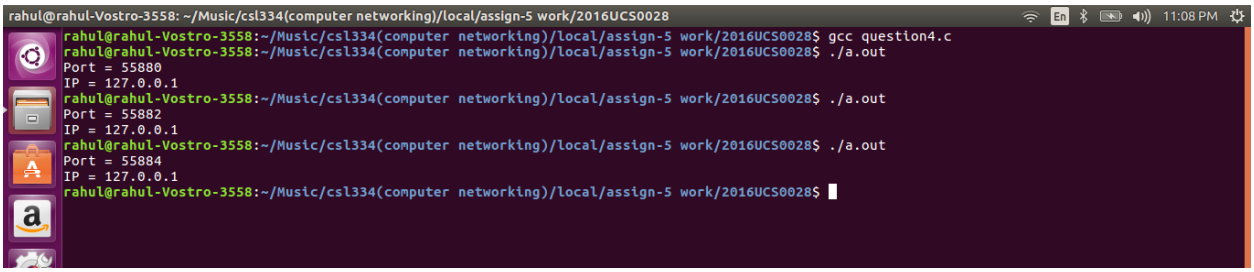

Figure 3: using getsockname

5: question on converting machine name into IPA and IPA to machine name

It has been coded and the code is in file question5.c

Screenshot (How to compile and how output should appear)

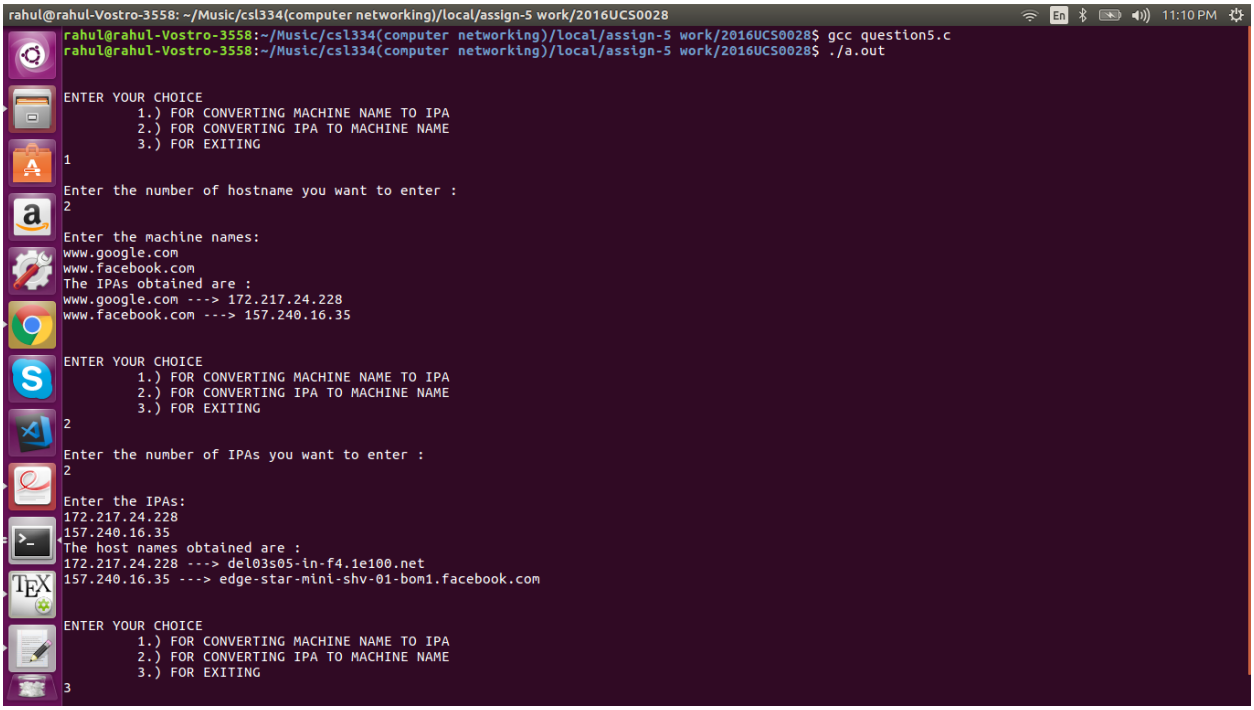

Figure 4: using hostname and IPA

6: question on modifying the TCP and UDP daytime service client illustrated in the lab

It has been coded and the code is in file question6tcp.c (tcp part) and question6udp.c (udp part)

Screenshot (How to compile and how output should appear)

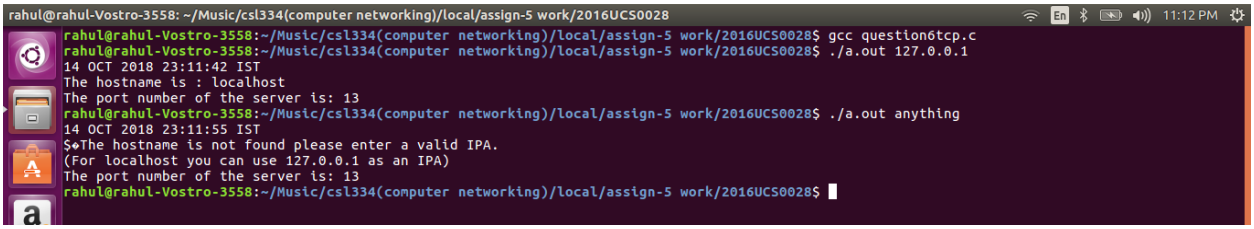

Figure 5: using tcp daytime client

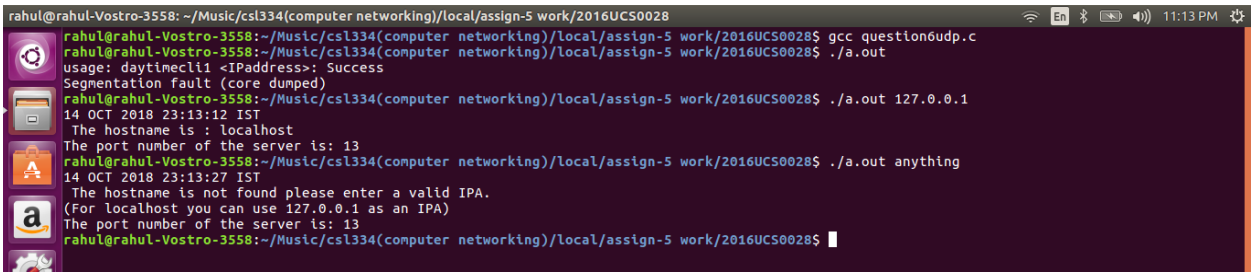

Figure 6: using udp daytime client

7: question on making tcp daytime server iterative and changing question 6 tcp client side's port to 99XX

It has been coded and the code is in file question7cli.c (client part) and question7tcp.c (iterative tcp server part)

Screenshot (How to compile and how output should appear)

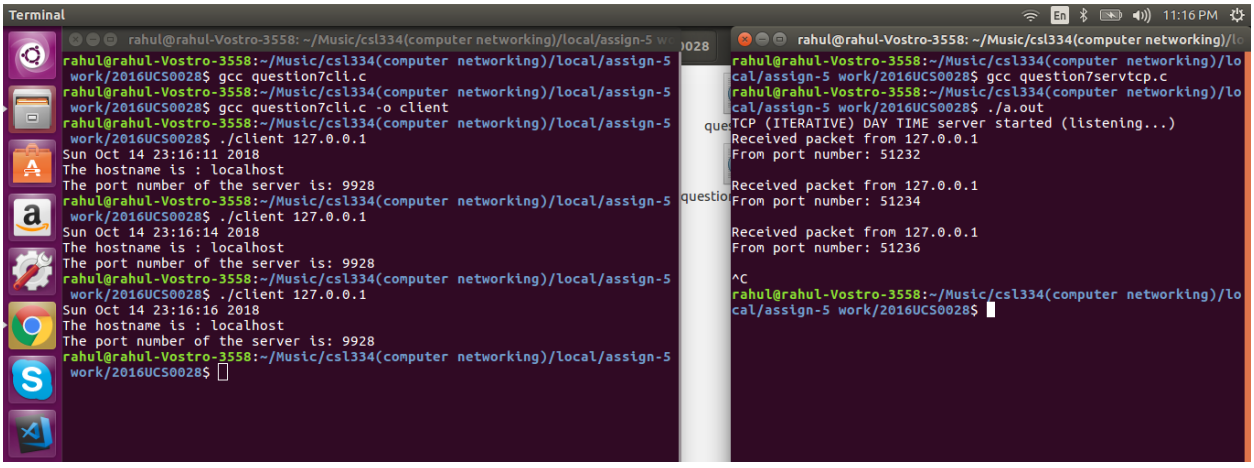

Figure 7: using tcp daytime iterative server

tcpdump in wireshark

We saw captured the pakages using tcpdump when these client and server side in questioin were communicating **Screenshot**

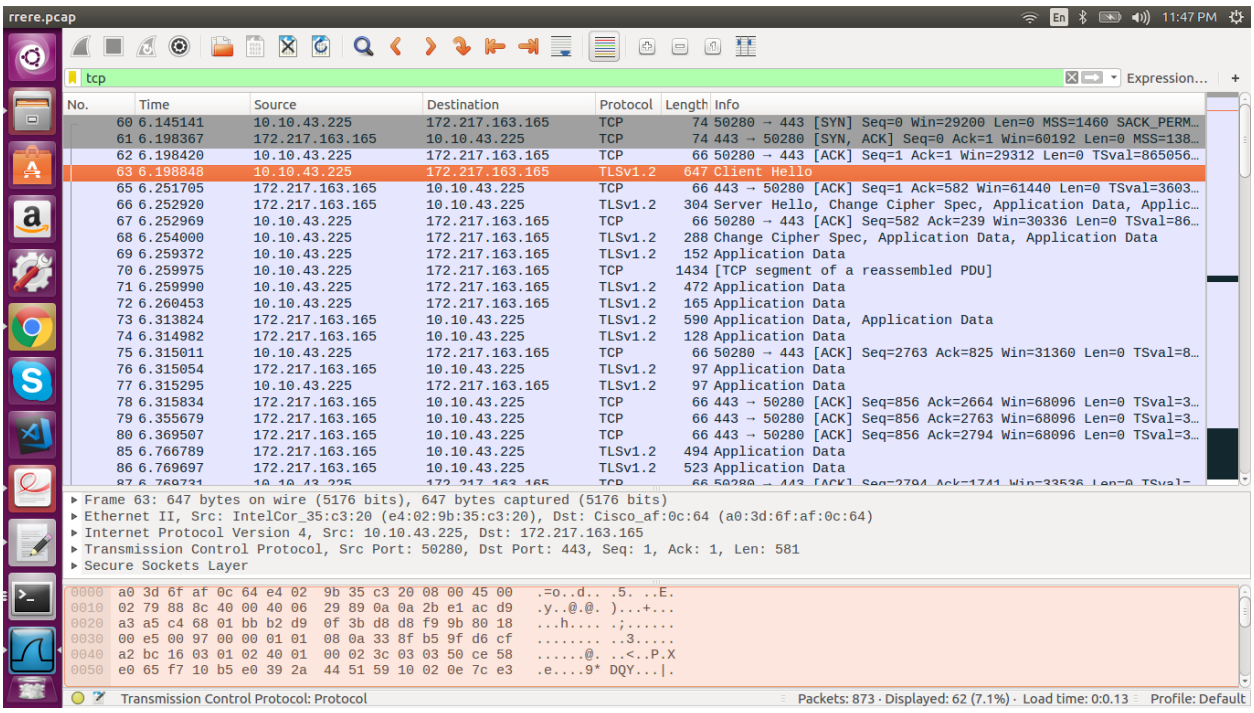

Figure 8: using tcpdump

8: question on making udp daytime server and changing question 6 udp client side's port to 99XX

It has been coded and the code is in file question8cli.c (client part) and question8udp.c (connectionless udp server part)

Screenshot (How to compile and how output should appear)

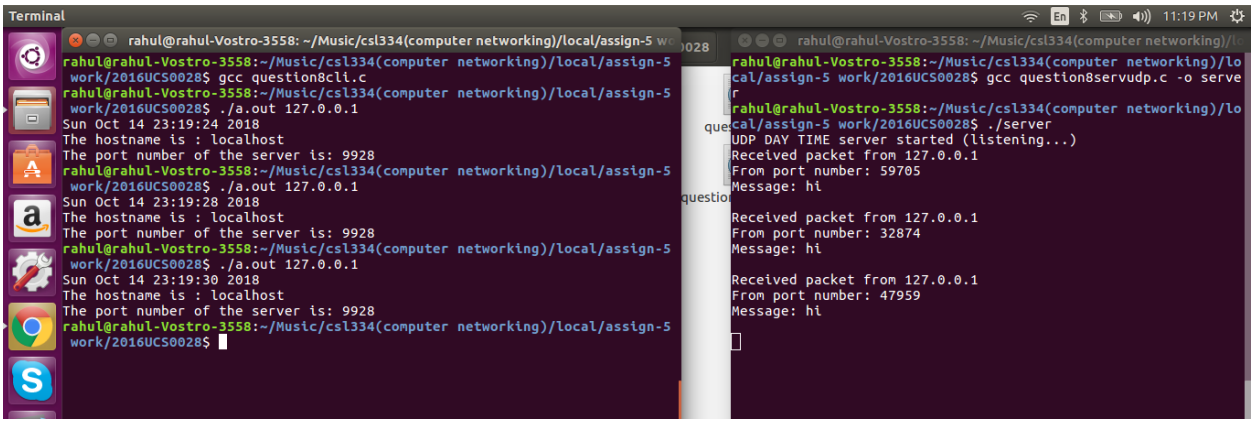

Figure 9: using udp daytime connectionless server

9: Modify the server program in problem 7 to make it work as a concurrent server

It has been coded and the code is in file question9tcpconcurrent.c (concurrent tcp day time server).

Screenshot (How to compile and how output should appear)

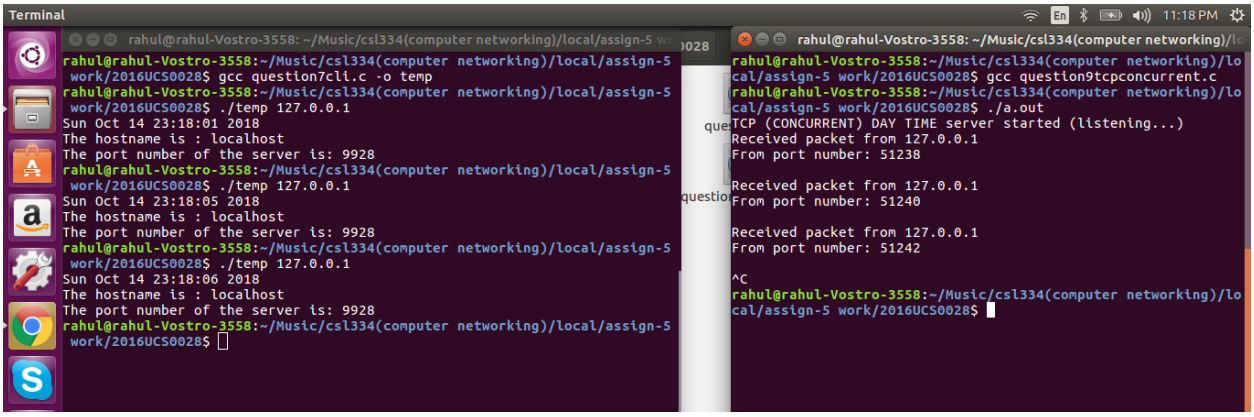

Figure 10: using tcp concurrent daytime server