CS 39006: Networks Lab

Assignment 3: Basic Socket Programing (Working with A Single Threaded File Transfer Application)

Report by:

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Client/Server Using TCP Socket

Steps:

- 1. Compile both tcpserver.c and tcpclient.c using command **make**.
- 2. Change directory to Server/. Run topserver using command ./topserver <port number>
- Open another terminal and Change directory to Client/. Run tcpclient using command ./tcpclient <host address> <port number> <file name>
- 4. Open wireshark and set filter according to host address and your IP address to display packets. Go To to Statistics->Packet Lengths to get packet lengths and Statistics->FlowGraph for total time of file transfer.

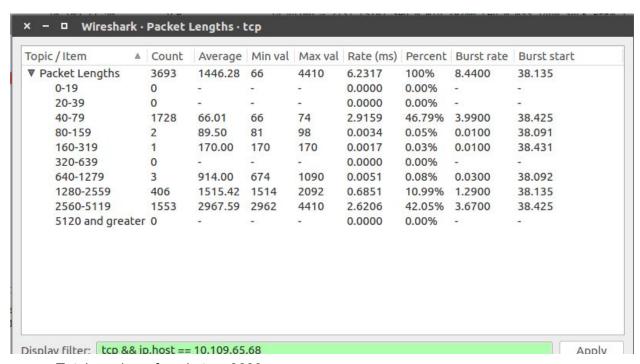
Protocol Working:

- The client first informs the filename and filesize to the server by sending the hello message.
- b) The server acknowledges the hello message.

- c) The client forwards the file data over the stream socket to the server.
- d) The server receives the data, reconstructs the file at the server side, creates the md5 checksum of the entire file.
- e) The server acknowledges the file with the md5 checksum of the the file.
- f) The client creates the MD5 checksum of the original file before transfer, and matches it with the received MD5 checksum from the server. The client prints a message at the console "MD5 matched" or "MD5 not matched" and exists.

Observations:

1. Total number of segments received for tcp and their size distribution:



Total number of packets = 3693.

- 2. Total number of retransmitted segments for TCP = 0
- **3.** Total time to receive the file for TCP:

38.658 - 38.065 = 0.593 sec

Justifications:

- 1. Small packet lengths are acknowledgement packets. We set the size of each chunk of data we sent to server as 1024 bytes, so when the data is attached with protocol headers, we get the size in the range of 1280-2559.
- 2. We have a closed connection between server and client and because of this there is less congestion in the network and no packet has been lost. Whereas in the case of previous assignment where a server is accessed by different clients, congestion is very high and packets have been lost.