

# **18IT470-COMPUTER NETWORKS**

## **TERMINAL LAB EXAM**

**NAME:**KEERTHANA R

**REG NO:**19IT048

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### **1.Develop aa concurrent server for finding the determinant of a matrix**

#### **Aim:**

To implement concurrent server for finding the determinant of a matrix application in Java.

#### **Algorithm:**

##### ***MatrixClient.java***

1. Start
2. Establish connection with server
3. Get start time
4. get input from user
5. create an object for buffer reader
6. Send the data to server
7. Receive the data from sever
8. Get end time
9. Print the data
10. Calculate running time(end time-start time)
11. End

##### ***MatrixServer.java***

1. Start
2. create an object for buffer reader
3. get input from client
4. 

```
for(int i = 0; i < 3; i++) {  
    for(int j = 0; j < 3; j++) {  
        arr[i][j] = sc.nextInt();  
    }  
}
```
5. `int z=stub.Determinant(arr);`
6. Send the cnt to client
7. End

**Coding:*****MatrixClient.java***

```
import java.io.*;
import java.net.*;

class MatrixClient{

public static void main(String[ ] args){

try{

//get host name

InetAddress serverHost = InetAddress.getByName(args[0]);

int serverPort = Integer.parseInt(args[1]);

//start time

long startTime = System.currentTimeMillis( );

//get number from user

String count = args[2];

Socket clientSocket = new Socket(serverHost, serverPort);

//send the data to server

PrintStream ps = new PrintStream(clientSocket.getOutputStream());

ps.println(count);

//create an object for buffer reader

BufferedReader br = new BufferedReader(new

InputStreamReader(clientSocket.getInputStream()));

//receive the data from the server

int cnt = Integer.parseInt(br.readLine());

//print the output

System.out.println("Determinant of matrix = " + count);

//get end time

long endTime = System.currentTimeMillis();

//print running time

System.out.println("Time consumed for receiving the feedback from the server:" +(endTime-

startTime)+ " milliseconds");

clientSocket.close( );
```

```
}  
catch(Exception e){e.printStackTrace( );}  
}  
}
```

### ***MatrixServer.java***

```
import java.net.*;  
import java.util.*;  
import java.io.*;  
class MatrixThread extends Thread{  
    Socket clientSocket;  
    MatrixThread(Socket cs){ clientSocket = cs; }  
    public void run( ){  
        try{  
            //create an object for buffer reader  
            BufferedReader br = new BufferedReader(new  
            InputStreamReader(clientSocket.getInputStream( )));  
            //get input from client  
            int count = Integer.parseInt(br.readLine( ));  
            {  
                int[][] arr = new int[2][2];  
  
                int i, j, determinant = 0;  
  
                Scanner sc = new Scanner(System.in);  
  
                System.out.println("\n Please Enter the Matrix Items : ");  
                for(i = 0; i < 2; i++) {  
                    for(j = 0; j < 2; j++) {  
                        arr[i][j] = sc.nextInt();  
                    }  
                }  
            }  
        }  
    }  
}
```

```

    }

    determinant = (arr[0][0] * arr[1][1]) - (arr[0][1] * arr[1][0]);

    System.out.println("The Determinant of 2 * 2 Matrix = " + determinant );
    Thread.sleep(200);
}
//send input to client
PrintStream ps = new PrintStream(clientSocket.getOutputStream( ));
ps.println(count);
ps.flush( );
clientSocket.close( );
}
catch(Exception e){e.printStackTrace( );}
}
}

class MatrixServer{
public static void main(String[ ] args){
try{
int serverPort = Integer.parseInt(args[0]);
ServerSocket calcServer = new ServerSocket(serverPort);
while (true){
Socket clientSocket = calcServer.accept( );
MatrixThread thread = new MatrixThread(clientSocket);
thread.start( );
}
}
catch(Exception e){e.printStackTrace( );}
}
}

```

**Output:**

```
E:\19IT048>javac MatrixServer.java
```

```
E:\19IT048>java MatrixServer 3000
```

```
    Please Enter the Matrix Items :  
2  
3  
4  
5  
The Determinant of 2 * 2 Matrix = -2
```

```
E:\19IT048>javac MatrixClient.java
```

```
E:\19IT048>java MatrixClient localhost 3000 2345
```

```
Determinant of matrix = 2345
```

```
Time consumed for receiving the feedback from the server:14403 milliseconds
```

**Result:**

Concurrent server for finding the determinant of a matrix application is implemented in java.

**2. Simulate LAN based on Ethernet using Opnet****Aim:**

To simulate a LAN based on Ethernet with a minimum of ten nodes and examine the performance under different load scenarios using OPNET

**Procedure:****Create a New Project**

To create a new project for the Ethernet network:

1. Start Riverbed Modeler Academic Edition ⇒ Choose New from the File menu.
2. Select Project ⇒ Click OK ⇒ Nhe project \_Ethernet, and the scenario Coax\_2 ⇒ Make sure that the Use Startup Wizard is checked ⇒ Click OK. Local area networks (LANs) are designed to span distances of up to a few thousand meters
3. In the Startup Wizard: Initial Topology dialog box, make sure that Create Empty

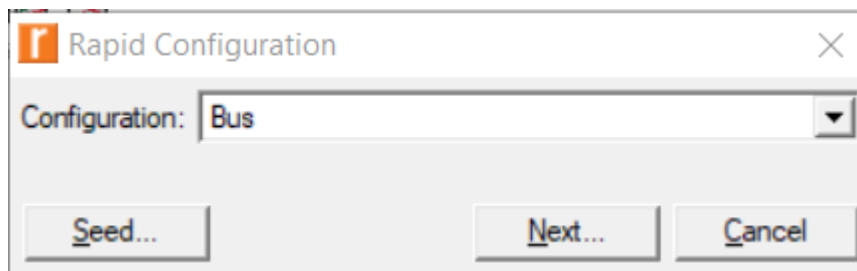
Scenario is selected ⇒ Click Next ⇒ Choose Office from the Network Scale list ⇒ Click Next ⇒ Assign 200 to X Span and keep Y Span as 100 ⇒ Click Next twice ⇒ Click Finish.

4. Close the Object Tree dialog box.

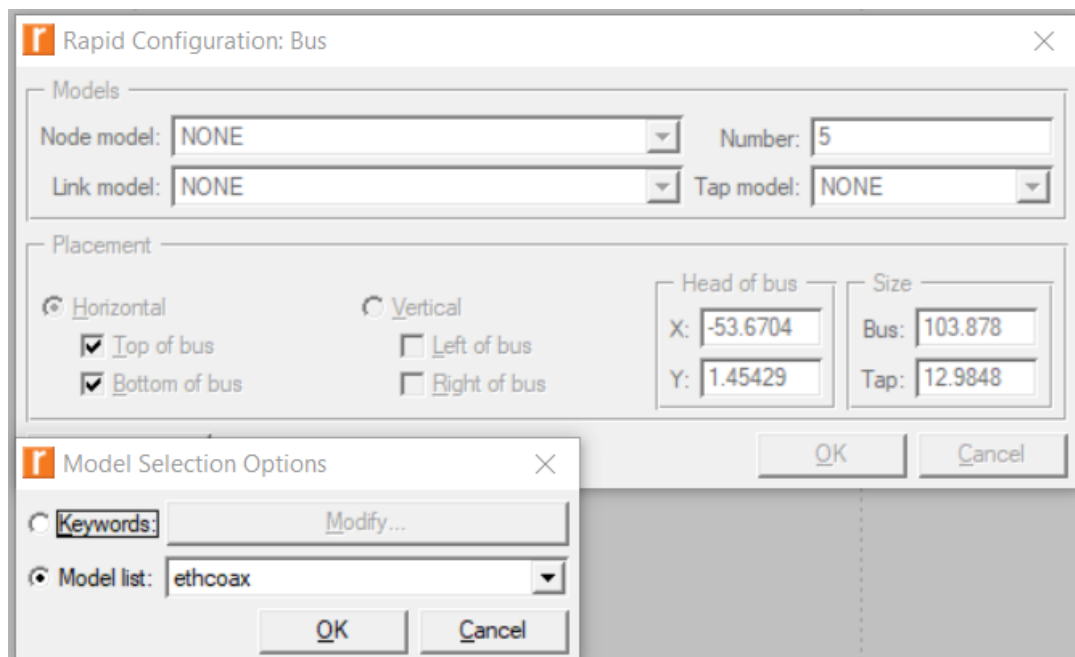
### Create the Network

To create our coaxial Ethernet network:

1. To create the network configuration, select Topology ⇒ Rapid Configuration.  
From the drop-down menu choose Bus and click Next.



2. Click the Select Models button in the Rapid Configuration dialog box. From the ModelList drop-down menu choose ethcoax and click OK.



3. In the Rapid Configuration dialog box, set the following eight values and click OK

**Rapid Configuration: Bus**

**Models**

Node model:  Number:

Link model:  Tap model:

**Placement**

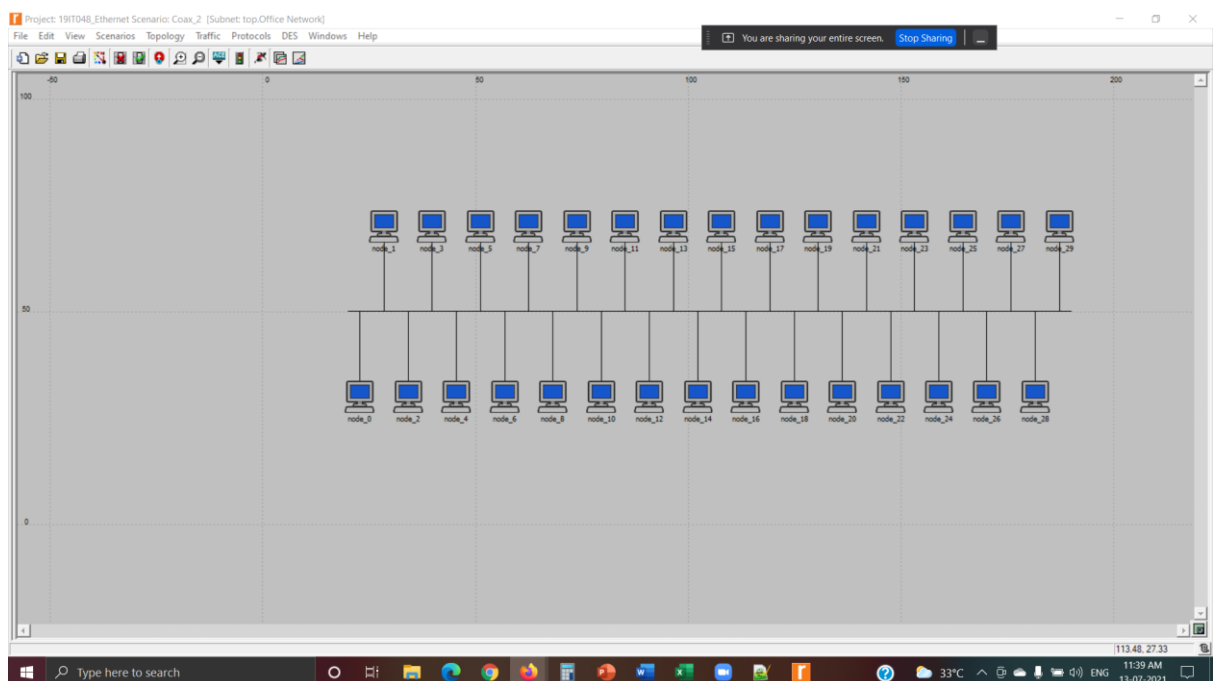
☒ Horizontal ☐ Vertical

☒ Top of bus ☐ Left of bus

☒ Bottom of bus ☐ Right of bus

Head of bus  
X:   
Y:

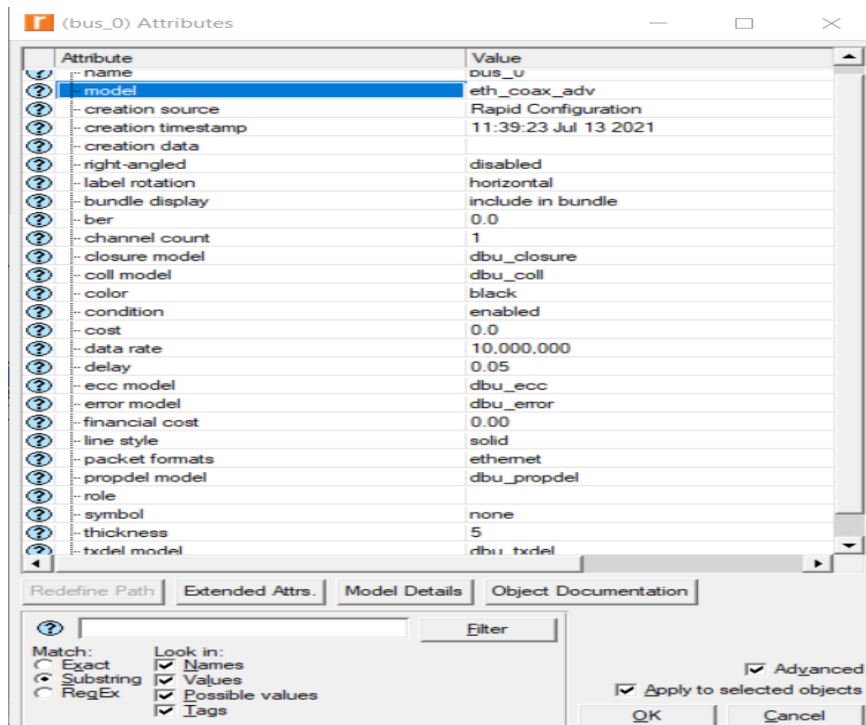
Size  
Bus:   
Tap:



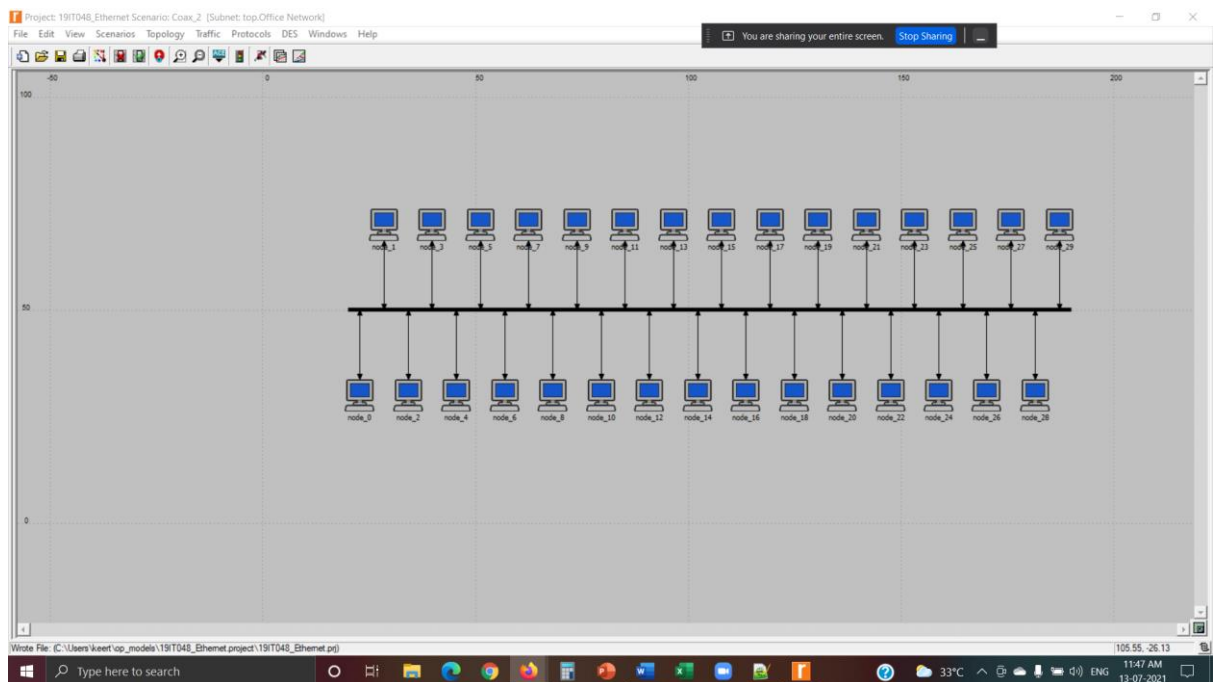
4. To configure the coaxial bus, right-click on the horizontal link ⇒ Select Edit Attributes(Advanced) from the menu:
  - a. Click on the value of the model attribute ⇒ Select Edit from the dropdown menu ⇒

Choose the eth\_coax\_adv model.

  - b. Assign the value 0.05 to the delay attribute (propagation delay in sec/m).
  - c. Assign 5 to the thickness attribute.
  - d. Click OK.



- Now you have created the network. It should look like the illustration below
- Make sure to save your project.



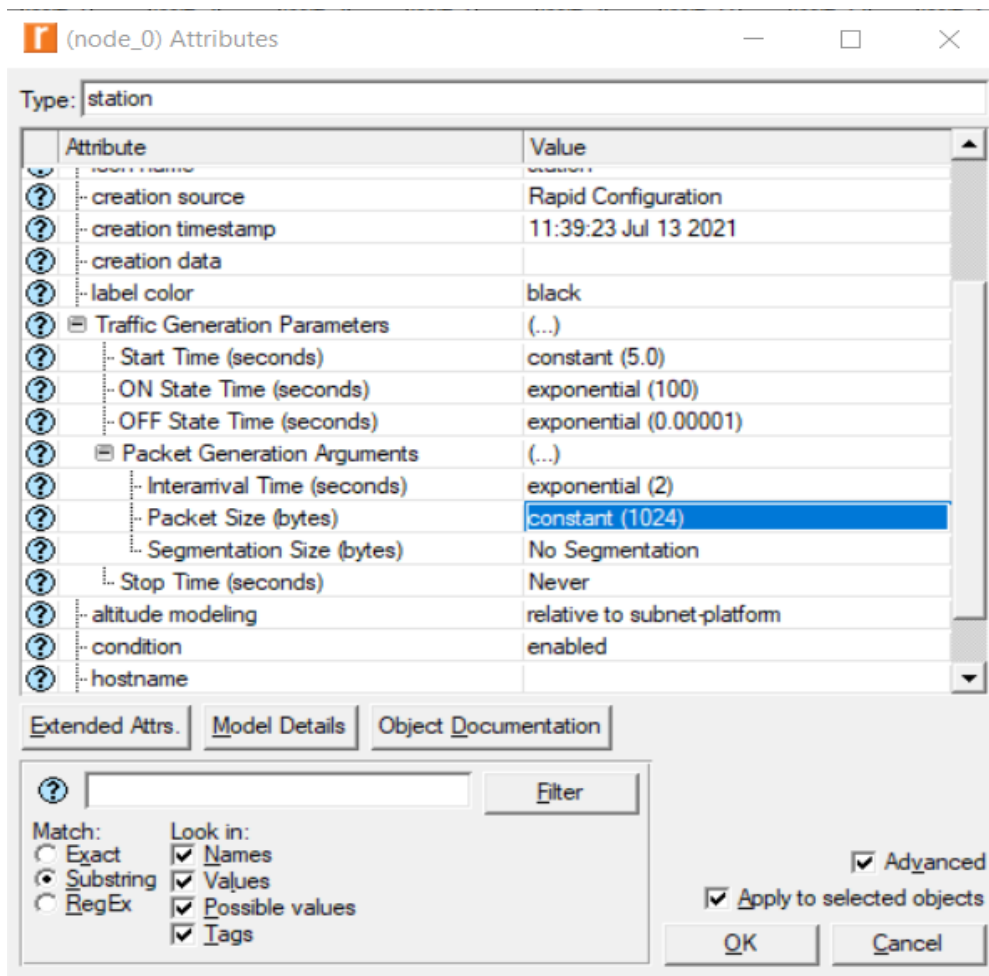
## Configure the Network Nodes

To configure the traffic generated by the nodes:

- Right-click on any of the 30 nodes ⇒ Select Similar Nodes. Now all nodes in the network are selected.



2. Right-click on any of the 30 nodes ⇒ Edit Attributes.
3. Check the Apply Changes to Selected Objects check box. This is important to avoid reconfiguring each node individually.
4. Expand the Traffic Generation Parameters hierarchy:  
 Change the value of the ON State Time to exponential(100) ⇒ Change the value of the OFF State Time to exponential(0.00001). (Note: Packets are generated only in the "ON" state.)
5. Expand the Packet Generation Arguments hierarchy:  
 Change the value of the Packet Size attribute to constant(1024) ⇒ Change the value of the Interarrival Time attribute to exponential(2).



6. Click OK to return back to the Project Editor.
7. Make sure to save your project

### **Choose the Statistics**

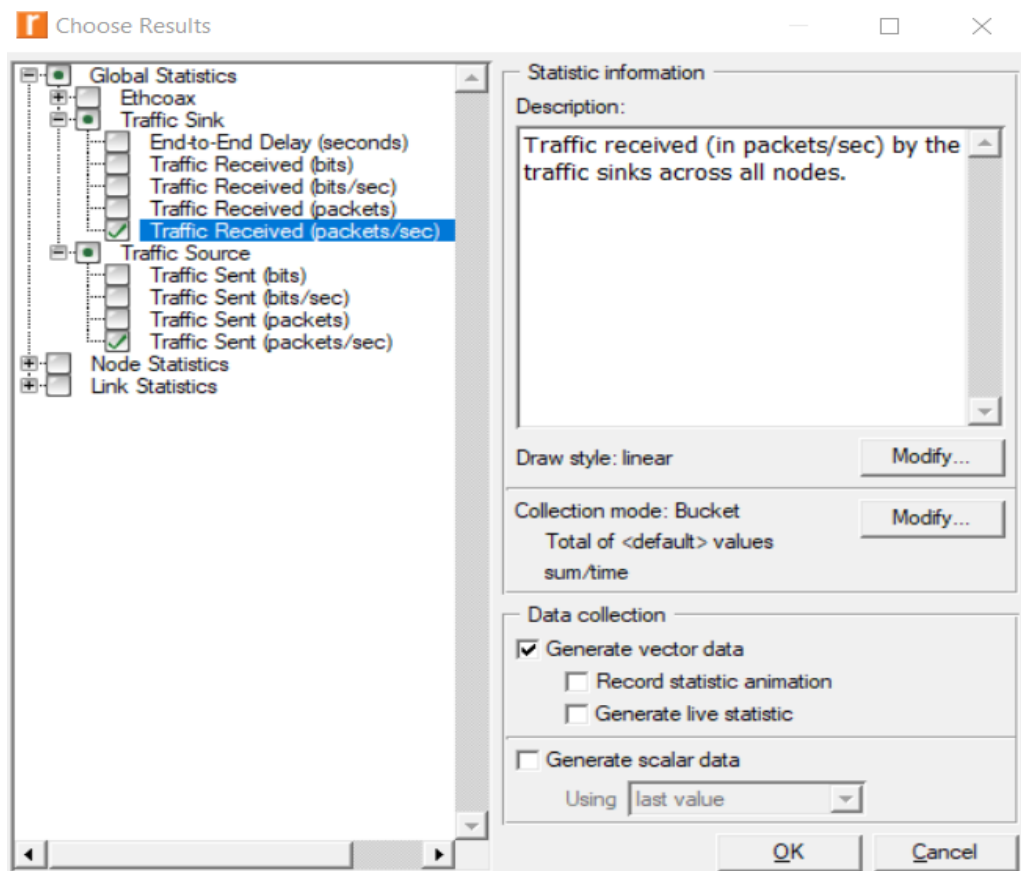
To choose the statistics to be collected during the simulation:

1. Right-click anywhere in the project workspace (but not on one of the nodes or

links) and select Choose Individual DES Statistics from the pop-up menu

⇒ Expand the Global Statistics hierarchy.

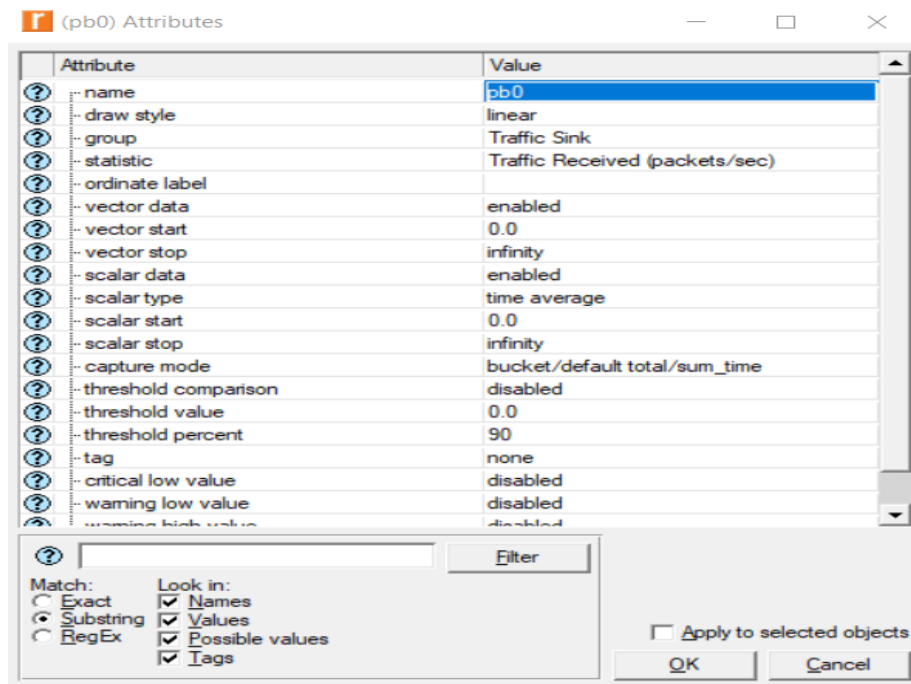
- a. Expand the Traffic Sink hierarchy ⇒ Click the check box next to Traffic Received (packets/sec) (make sure you select the statistic with units of packets/sec),
- b. Expand the Traffic Source hierarchy ⇒ Click the check box next to Traffic Sent (packets/sec).
- c. Click OK.



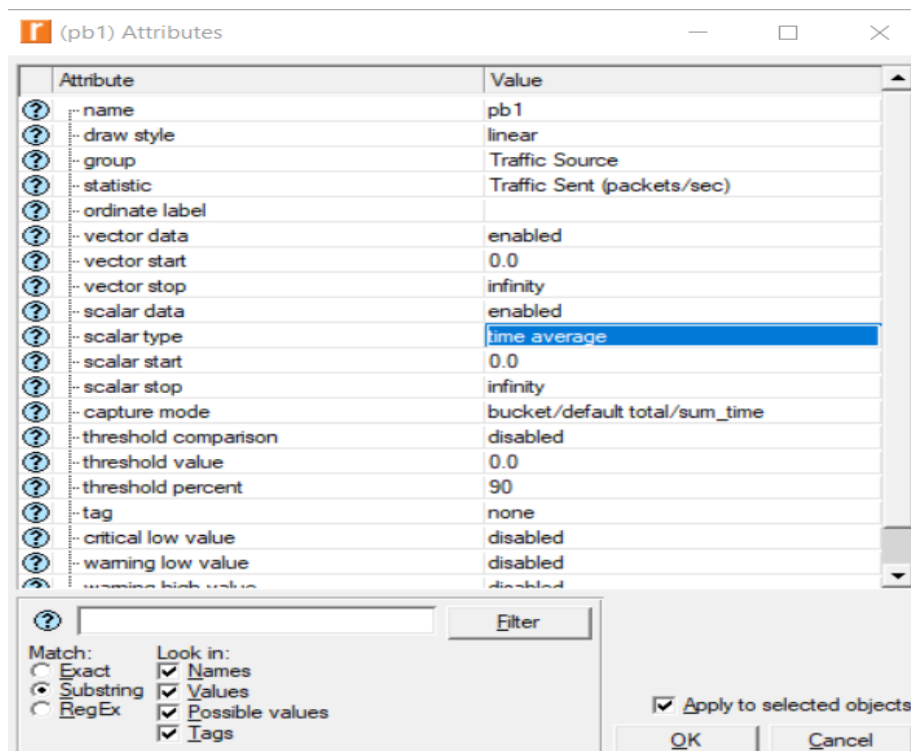
2. Now to collect the average of the above statistics as a scalar value by the end of each simulation run:

- a. Select Choose Statistics (Advanced) from the DES menu
- b. The Traffic Sent and Traffic Received probes should appear under the GlobalStatistic Probes.
- c. Right-click on Traffic Received probe ⇒ Edit Attributes. Set the scalar data attribute to enabled ⇒ Set the scalar type attribute to time average ⇒

Compare to the following figure and click OK



- d. Repeat the previous step with the Traffic Sent probe.



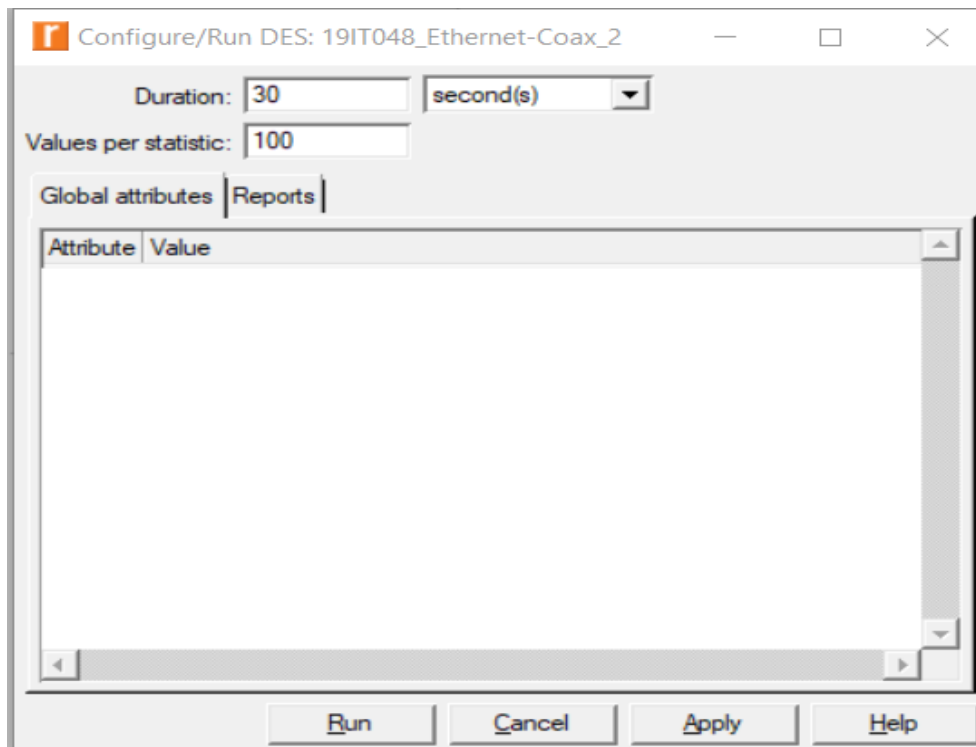
- e. Select save from the File menu in the Probe Model window and then close that window.

- f. Now you are back to the Project Editor. Make sure to save your project

### Run the Simulation

To run the simulation:

1. Click on the Configure/Run Simulation button: ⇒ Assign 30 second(s) (not hours) to the Duration ⇒ Click Run. Depending on the speed of your processor, this may take several minutes to complete.



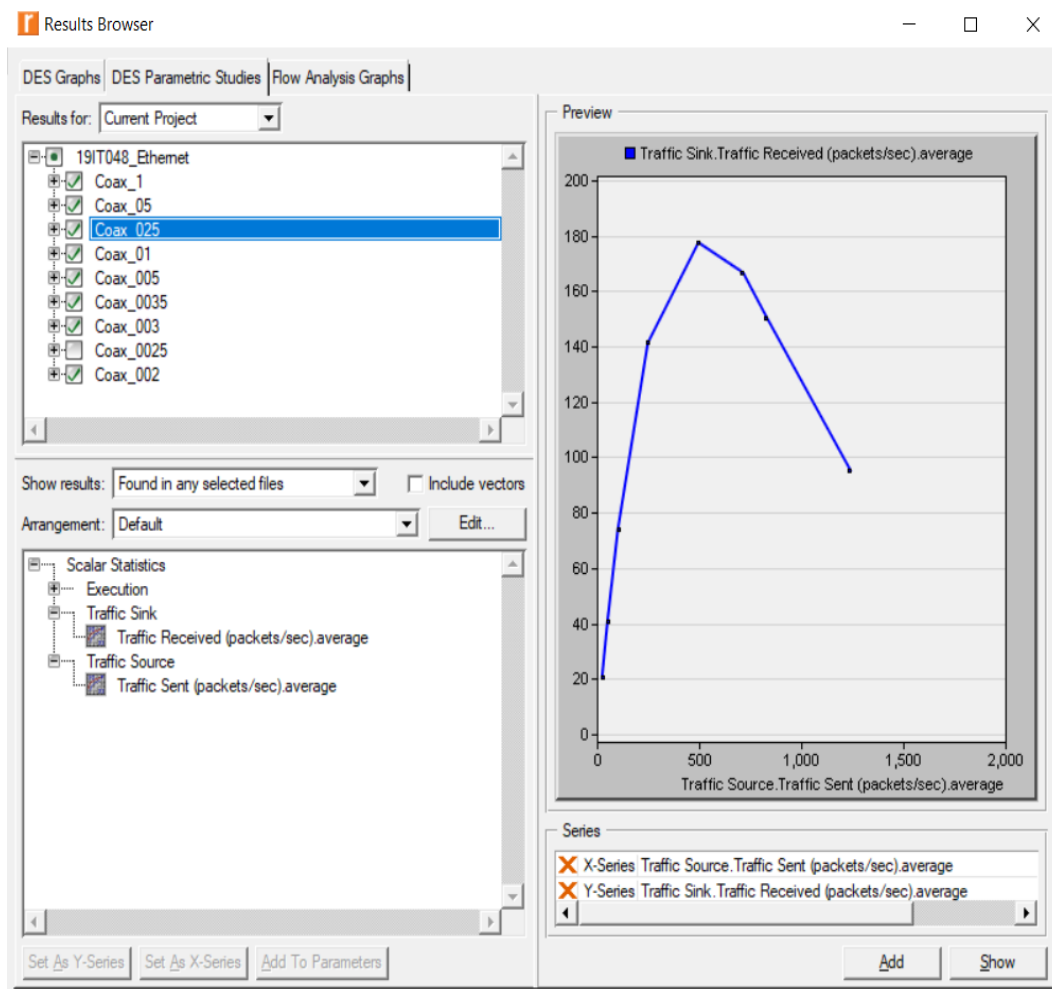
2. After the simulation run is complete, click Close.
3. Save your project.
4. Select Duplicate Scenario from the Scenarios menu.
5. Name the new scenario Coax\_1.
6. Right-click on any of the 30 nodes ⇒ Select Similar Nodes. Now all nodes in the network are selected.

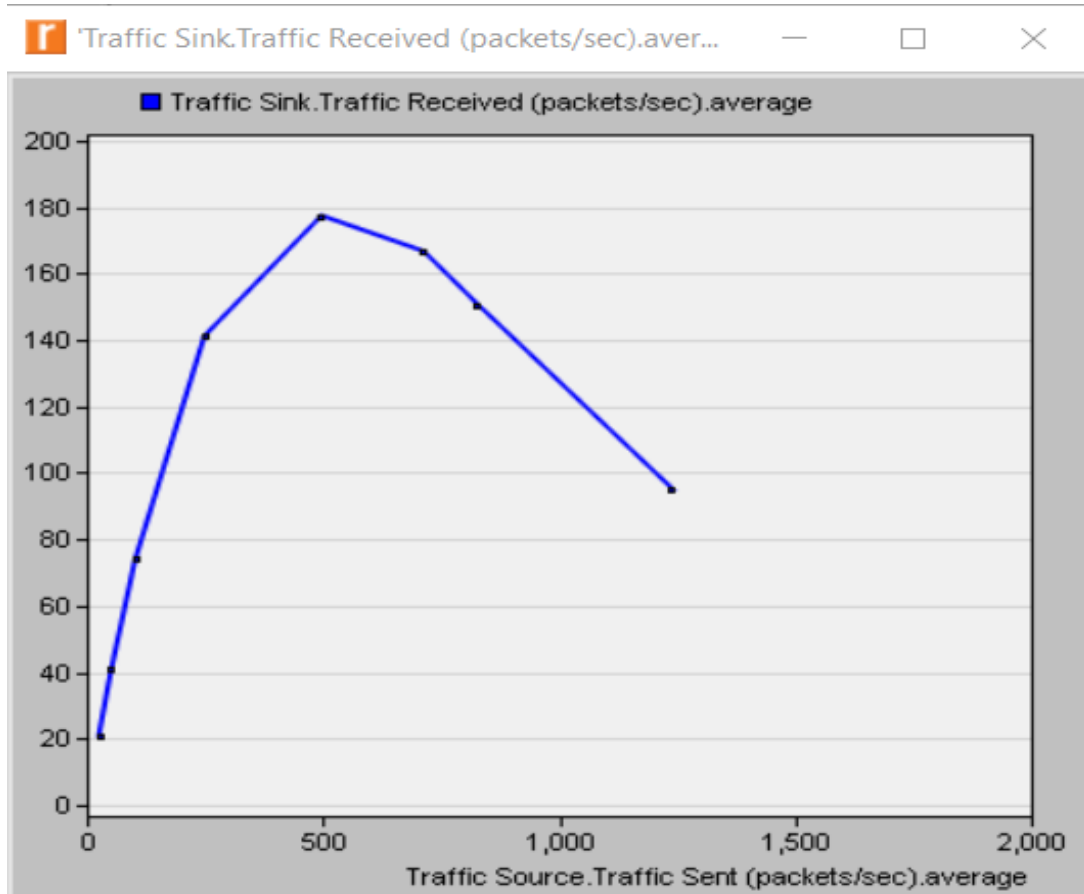
### View the Results

To view and analyze the results:

1. Click on the View Results button: Now the Results Browser is open.
2. Select the DES Parametric Studies tab.
3. From the Results for drop-down menu, select Current Project.

4. Uncheck and check again the results for your project in order to check all the results.
5. Uncheck Coax\_0025
6. Uncheck Include vectors.
7. Expand the Scalar Statistics  $\Rightarrow$  Expand the Traffic Sink and Traffic Source.
8. Right click on Traffic Received and select Set as Y-Series
9. Right click on Traffic Sent and select Set as X-Series
10. The resulting graph should resemble the one below:





**Result:**

Thus LAN based on Ethernet with a minimum of ten nodes is successfully simulated and the performance under different load scenarios using OPNET are examined