UDP Programming

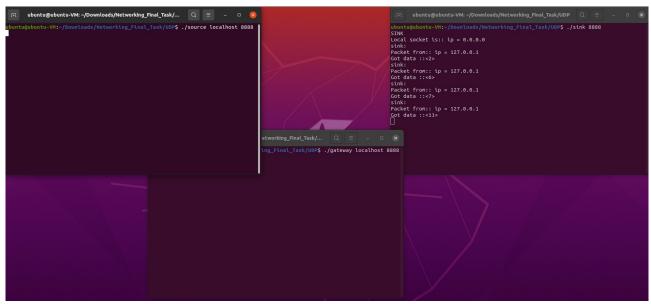
Problem 1:

All necessary documentation, explanation and additional functions are written in send_udp.c and recv_udp.c code files.

Each send execution sends one packet.

Problem 2:

All necessary documentation, explanation and additional functions are written in source.c, gateway.c and sink.c code files.



Packets are sent from source to gateway, and are sent to sink from gateway with probability of 50% to be sent.

TCP Programming

Part A:

net client.c:

When running the client, an error is printed:

"Client is alive and establishing socket connection."

Error establishing communications: Connection refused"

After changing the IP_ADDRESS to 127.0.0.1 the program works, receives

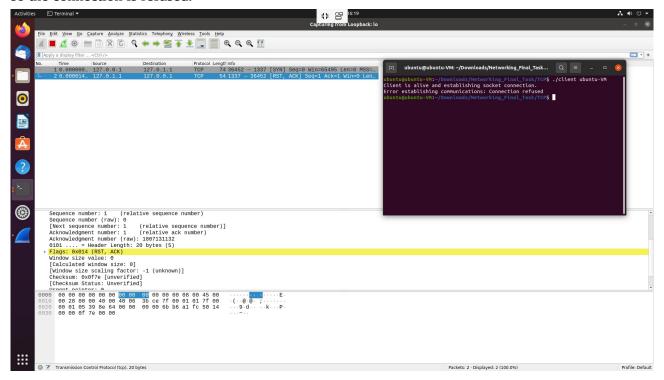
10 packets and prints: "Client has received X from socket." for each packet.

net server.c:

When running the server, nothing happens at first.

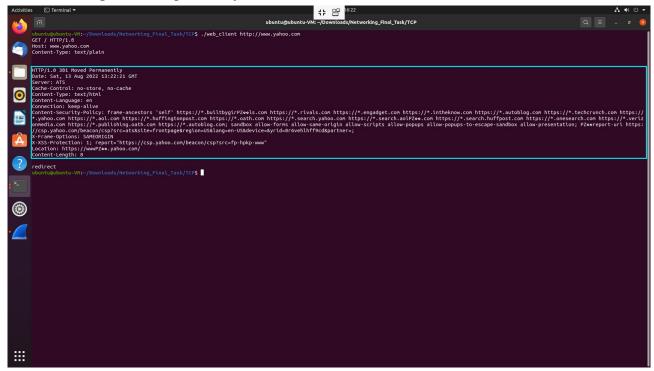
after changing the PORT to 1337 the server sends 10 packets before closing and prints "Server has written X to socket." for each packet.

When only the client is executed, a SYN request is sent through the socket but there is no server on the other side to reply with SYN-ACK so the connection is refused.

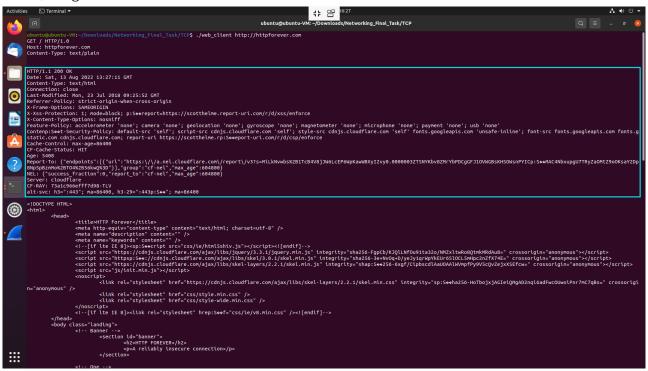


Part B:

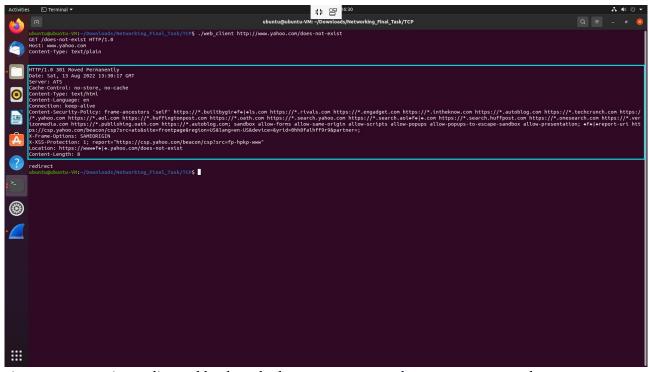
The result we get from http://www.yahoo.com is:



We get 301 Moved Permanently since yahoo uses HTTPS protocol which is the secure version of HTTP, therefore we can't reach the website. However, when trying to access a website that use HTTP, we get 200 OK:



When trying to access http://www.yahoo.com/does-not-exist we get:



since we are getting redirected back to the homepage www.yahoo.com so we get the same message as before.