<u>Unit - 2</u>

1. WAP that prints the address of 'www.tufohss.edu.np'.

2. WAP that finds the address of local machine.

```
// 2. WAP that finds the address of local machine.
    import java.net.*;
    public class LocalMachineAddress {
       public static void main(String[] args) {
        try{
            InetAddress address = InetAddress.getLocalHost();
            System.out.println("Address : "+address);
        }catch(Exception ex){
11
            System.out.println(ex);
        }
12
13
       }
14 }
15
```

3. WAP that find the canonical host name of the given address.

4. WAP to find the IP Address and Host Name of a local machine.

5. WAP to get IP Address of IPV4 & IPV6 of a given Web Address.

6. WAP for determining whether an IP Address is IPV4 or IPV6.

7. WAP for testing the Characteristics of an IP Address.

```
public class CharacteristicsOfIP {
       public static void main(String[] args) {
           String ip = "127.0.0.1";
           try{
               InetAddress address = InetAddress.getByName(ip);
               if(address.isLoopbackAddress()){
                   System.out.println(address + " is Loopback Address");
               if (address.isAnyLocalAddress()) {
                   System.out.println(address + " is Wildcard Address");
               if (address.isSiteLocalAddress()) {
                   System.out.println(address + " is a Site Local Address");
               if(address.isLinkLocalAddress()){
                   System.out.println(address + " is a Link Local Address");
               if (address.isMulticastAddress()) {
                   System.out.println(address + " is Multicast Address");
           }catch(Exception ex){
               System.out.println(ex);
```

8. WAP that compares the domain names 'www.ibiblio.org' and 'helios.ibiblio.org'.

9. WAP that list all the network interface.

10. WAP to use of Network Interface using getter method.

11. WAP to check remote system is reachable or not.

12. WAP that demonstrate the Spam Check.

```
public class SpamCheckIP {
   private static boolean CheckSpam(String ip){
            InetAddress address = InetAddress.getByName(ip);
            byte[] add = address.getAddress();
            String query = "sbl.spamhaus.org";
            for(byte octet : add){
                int unsignedByte = octet<0 ? octet+256 : octet;</pre>
                query=unsignedByte+"."+query;
            System.out.println(query);
            InetAddress.getByName(query);
        } catch (Exception ex) {
            System.out.println(ex);
   public static void main(String[] args) {
        String ip = "127.0.0.1";
        if(CheckSpam(ip)){
            System.out.println(ip + " is a Spam IP.");
            System.out.println(ip + " is not found Spam IP List.");
```

13. WAP to process Web Server log file.

```
public class ProcessWebServerLogFile {
    public static void main(String[] args) {
        String file="logfiles.txt";
        try{
            FileInputStream fin = new FileInputStream(file);
            Reader in = new InputStreamReader(fin);
            BufferedReader bin = new BufferedReader(in);
            while(bin.readLine()!=null) {
                String entry = bin.readLine();
                int index = entry.index0f(' ');
                String ip = entry.substring(0, index);
                String theRest = entry.substring(index);
                    InetAddress address = InetAddress.getByName(ip);
                    System.out.println(address.getHostName()+ theRest);
                } catch (UnknownHostException ex) {
                    System.out.println(ex);
        } catch (IOException ex) {
            System.out.println("Exception: " + ex);
```

Unit - 3

1. WAP that split the part of URL.

2. WAP that check which protocol does a virtual machine support or not.

3. WAP to download a webpage of a given web address.

4. WAP to download an objects.

5. WAP to demonstrate x-www-form-urlencoded String.

```
1  // 5. WAP to demonstrate x-www-form-urlencoded String.
2  import java.net.*;
3  public class URLEncoding {
4     public static void main(String[] args) {
5         String data = "?query=data1 & data2";
6         try {
7             String encodeData = URLEncoder.encode(data, "UTF-8");
8             System.out.println("Encoded Data : "+encodeData);
9             String decodedData = URLDecoder.decode(encodeData, "UTF-8");
10             System.out.println("Decoded Data : "+decodedData);
11             } catch (Exception ex ) {
12                  System.out.println(ex);
13             }
14        }
15    }
16
```

6. WAP to communicate with server side program through get.

7. WAP to resolve relative URI.

Unit - 5

1. WAP to download a Webpage using URL Connection.

2. WAP to read the Value of HTTP Header Fields.

3. WAP to print entire HTTP Headers.

4. WAP to print URL of a URL Connection to "tufohss.edu.np".

5. WAP to get a time when a URI was last change.

```
1  // 6. WAP to get a time when a URI was last change.
2  import java.net.*;
3  public class LastChangeURI {
4     public static void main(String[] args) {
5          URL url = new URL("https://bhandari-santosh.com.np");
7          URLConnection con = url.openConnection();
8          System.out.println("Last Modified Date : "+con.getLastModified());
9     } catch (Exception ex) {
10          System.out.println(ex);
11     }
12    }
13 }
```

Unit - 6

1. WAP of Socket to Client.

Unit - 7

1. WAP of Socket for Server.

Client Server Communication

```
. .
    import java.util.Scanner;
        public static void main(String args[]){
                 ServerSocket ss = new ServerSocket(9999);
Scanner sc = new Scanner(System.in);
                 String servermsg, clientmsg;
System.out.println("Waiting For Client Connection...");
                  Socket s = ss.accept();
                  System.out.println("Client Connected.");
                  DataInputStream dis = new DataInputStream(s.getInputStream());
                  DataOutputStream dos = new DataOutputStream(s.getOutputStream());
                      System.out.println("Waiting Client Message.....");
                      clientmsg = (String) dis.readUTF();
System.out.println("Client : "+clientmsg);
                      System.out.print("Enter a Message(e for Exit): ");
                      servermsg=sc.nextLine();
                       if (clientmsg.equalsIgnoreCase("e") || servermsg.equalsIgnoreCase("e")){
                       System.out.println("Server : "+servermsg);
                      dos.writeUTF(servermsg);
                  System.out.println(ex);
```

```
import java.net.*;
    import java.io.*;
import java.util.Scanner;
        public static void main(String args[]){
             try{
                 Socket s = new Socket("localhost",9999);
                 Scanner sc = new Scanner(System.in);
                 String clientmsg, servermsg;
                 DataOutputStream dos = new DataOutputStream(s.getOutputStream());
DataInputStream dis = new DataInputStream(s.getInputStream());
                 System.out.println("Connected to the Server.");
                 while(true){
                      System.out.print("Enter a Message(e for Exit): ");
                      clientmsg = sc.nextLine();
                      if (clientmsg.equalsIgnoreCase("e")){
                          break;
                      dos.writeUTF(clientmsg);
                      System.out.println("Waiting Server Message.....");
                      servermsg=(String)dis.readUTF();
                      System.out.println("Server : "+ servermsg);
                 dos.flush();
                 dos.close();
                 s.close();
             }catch(Exception ex){
                 System.out.println(ex);
```

Unit 10

1. WAP for UDP Client.

2. WAP for UDP Server.