

Distributed Programming I

A.Y. 2012-2013, Laboratory exercise n.2

Exercise 2.1 (perseverant UDP client)

Modify the UDP client of exercise 1.4 so that - in the case in which it does not receive any answer from the server in 3 seconds - it re-transmits the request (up to a maximum of 5 times) then terminates by reporting if it have received the reply or not, Perform the same tests of exercise 1.4

Exercise 2.2 (limiting UDP server)

Modify the UDP server of exercise 1.4 so that it replies to a client only if it does not have performed more than three requests (since the server has been activated). The server must be able to recognize last 10 clients that have performed a request.

Try, then, to run four times the client of exercise 2.1 against this server, after having modified it so that it transmits the UDP packet again when it received an input from keyboard (e.g. Enter). Finally, try to run against this server two clients, placed in different network nodes, alternating between them, four times for each client.

Exercise 2.3 (iterative TCP server)

Develop a TCP server (listening to the port specified as first parameter of the command line) accepting file transfer requests from clients and sending the requested file.

Develop a client able to connect to a TCP server (to the address and port number specified as first and second command-line parameters, respectively) to request files and store them locally. File names that needs to be requested must be provided using the standard input, one for line. Every requested file must be saved locally and the client must print to the standard output a message about the performed file transfer, with file name and size.

To request a file the client sends to the server the three ASCII characters "GET" followed by the file name and CRLF (without any space):

```
GETfilename CR LF
```

The server replies by sending:

```
+OK CR LF
```

followed by the number of bytes (32-bit integer in network format) and then by the bytes of the requested file.

The client can request more files by sending many GET commands. When it intends to terminate the communication it sends:

```
QUIT CR LF
```

and then it closes the communication channel.

In case of error (e.g. illegal command, non-existing file) the server always replies with:

```
-ERR CR LF
```

and then it closes the communication channel with the client.

Test your client with the server developed by another group and vice-versa.

While a connection is active try to activate a second client against the same server.

Try to activate on the same node a second instance of the server on the same port.

Try to connect the client to a non-reachable address.

Try to connect the client to an existing address but on a port in which the server is not listening to.

Try to de-activate the server (by pressing ^C in its window) while a client is connected.

Exercise 2.4 (standard XDR data)

Modify the TCP client developed in the first laboratory (exercise 1.3) to send the two integer numbers read from the standard input and receive the reply (sum) from the server by using the XDR standard to represent data. It is not necessary to handle eventual errors: the server always replies with a single integer value. Use the test server compiled in the exercise 1.1 by using the -x option.