

PROGRAM CODE:

```
#include<stdio.h>
#include<sys/types.h>
#include<sys/socket.h>
#include<netinet/in.h>
#include<stdlib.h>
#include<string.h>
#include<unistd.h>
#include<arpa/inet.h>
#include<fcntl.h>
#include<stdbool.h>
#include<math.h>
#define MAXLINE 1024

int binary(int num)
{
    int bin=0,r;
    int i=0;
    while(num>0)
    {
        r=num%2;
        bin+=r*pow(10,i);
        num/=2;
        i++;
    }
    return bin;
}

int ispresent(int num,int pos)
{
    int rem;
    for(int i=0;i<pos;i++)
    {
        rem=num%10;
        num=num/10;
    }
    if(rem==1)
        return 1;
    else
        return 0;
}

int isapower2(int n)
{
    if(ceil(log2(n)) == floor(log2(n)))
        return 1;
}
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    else
        return 0;
}

int main()
{
    int sockfd,newfd,n=0,arr[30],count=0,bin;// n-no.of bits
    char buff[MAXLINE],buffer[MAXLINE],data_t[40]; //char
    buffer1[MAXLINE],token[100];
    int i,j,r,total,nob,rem,dig,pos;
    long data;
    struct sockaddr_in servaddr,cliaddr;

    // Creating socket file descriptor
    if ( (sockfd = socket(AF_INET, SOCK_STREAM, 0)) < 0 )
    {
        perror("socket creation failed");
        exit(EXIT_FAILURE);
    }

    bzero(&servaddr,sizeof(servaddr));

    // Filling server information
    servaddr.sin_family = AF_INET; // IPv4
    servaddr.sin_addr.s_addr = INADDR_ANY;
    servaddr.sin_port = htons(8080);

    // Bind the socket with the server address
    if ( bind(sockfd, (const struct sockaddr
    *)&servaddr,sizeof(servaddr)) < 0 )
    {
        perror("bind failed");
        exit(EXIT_FAILURE);
    }

    int len,m;

    listen(sockfd,2);
    len=sizeof(cliaddr);

    printf("Enter the data:");
    scanf("%ld",&data);
    int temp=data;
    while(temp>0)
    {
        temp=temp/10;
        n++;
    }
    r=0;
    while(pow((double)2,(double)r)<(n+r+1))

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{
r++;
}
printf("\nNo. of redundant bits: %d\n", r);
total = n + r;

for (i = 1; i <= total; i++)
{
    dig = data % 10;
    if (isapower2(i) == 0)
    {
        arr[total - i] = dig;
        data /= 10;
    }
    else
        arr[total - i] = 0;
}

for (i = 0; i < r; i++)
{
    for (j = 1; j <= total; j++)
    {
        bin = binary(j);
        if (ispresent(bin, i + 1))
            count += arr[total - j];
    }
    if (count % 2 == 0)
        arr[total - (int)pow(2, i)] = 0;
    else
        arr[total - (int)pow(2, i)] = 1;
    count = 0;
}

printf("\nData with redundant bits:");
for (i = 0; i < total; i++)
    printf("%d", arr[i]);

printf("\n\nEnter the position where error has to be
made:");
scanf("%d", &pos);

if (arr[total - pos] == 0)
    arr[total - pos] = 1;
else
    arr[total - pos] = 0;
printf("\n");

int k = 0;
long num = 0;

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for(i=total-1;i>=0;i--)
{
    num+=pow(10,k)*arr[i];
    k++;
}
sprintf(data_t, "%ld", num);
printf("Data transmitted is %s\n",data_t);

newfd=accept(sockfd,(struct sockaddr*)&cliaddr,&len);

m=write(newfd,data_t,sizeof(data_t));
}

```

```

#include<stdio.h>
#include<sys/types.h>
#include<sys/socket.h>
#include<netinet/in.h>
#include<string.h>
#include<unistd.h>
#include<arpa/inet.h>
#include<stdlib.h>
#include<math.h>
#define PORT      8080
#define MAXLINE 1024

```

```

int countbits(long num)
{
    int count=0;
    while(num>0)
    {
        num=num/10;
        count++;
    }
    return count;
}

```

```

int binary(int num)
{
    int bin=0,r;
    int i=0;
    while(num>0)
    {
        r=num%2;
        bin+=r*pow(10,i);
        num/=2;
    }
}

```

```

        i++;
    }
    return bin;
}

int decimal(int num)
{
    int rem,i=0,result;
    while(num>0)
    {
        rem=num%10;
        result+=pow(2,i)*rem;
        num/=10;
        i++;
    }
    return result;
}

int ispresent(int num,int pos)
{
    int rem;
    for(int i=0;i<pos;i++)
    {
        rem=num%10;
        num=num/10;
    }
    if(rem==1)
        return 1;
    else
        return 0;
}

int main(int argc,char **argv)
{
    long num;
    int
sockfd,total,i,rem,arr[20],count=0,r=0,result=0,bin,j,newarr
[20],finalarr[20];
    char buffer1[40];
    struct sockaddr_in servaddr;
    // Creating socket file descriptor
    if ( (sockfd = socket(AF_INET, SOCK_STREAM, 0)) < 0 ) {
        perror("socket creation failed");
        exit(EXIT_FAILURE);
    }
    bzero(&servaddr,sizeof(servaddr));

    // Filling server information

```

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servaddr.sin_family = AF_INET;
servaddr.sin_port = htons(PORT);
servaddr.sin_addr.s_addr = inet_addr(argv[1]);

int n, len;
connect(sockfd, (struct
sockaddr*)&servaddr, sizeof(servaddr));
n=read(sockfd,buffer1,sizeof(buffer1));
// printf("%s\n",buffer1);

num=atol(buffer1);
total=countbits(num);
//printf("total :%d\n",total);
printf("Received data:%lu\n",num);

i=1;
while(num>0)
{
    rem=num%10;
    arr[total-i]=rem;
    num/=10;
    i++;
}
for(i=1;i<=total;i++)
    if(ceil(log2(i)) == floor(log2(i)))
        r++;          //no. of redundant bits
// printf("r is %d\n",r);
int k=0;
for(i=0;i<4;i++)
{
    for(j=1;j<=total;j++)
    {
        bin=binary(j);
        if(ispresent(bin,i+1))
            count+=arr[total-j];
    }
// printf("count:%d\n",count);
if(count%2==0)
    result+=pow(10,k)*0;
else
    result+=pow(10,k)*1;
k++;
count=0;
}
int error=decimal(result);
printf("\nError bit in binary:%d\n",result);
printf("\nError in bit-%d\n",error);
if(arr[total-error]==0)

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        arr[total-error]=1;
    else
        arr[total-error]=0;
    k=0;
    printf("\nData after error correction:");
    for(i=total-1;i>=0;i--)
    {
        newarr[k]=arr[i];
        k++;
    }
    int x=0;
    for(i=0;i<k;i++)
    {
        if(ceil(log2(i+1)) != floor(log2(i+1)))
        {
            finalarr[x]=newarr[i];
            x++;
        }
    }
    for(i=x-1;i>=0;i--)
        printf("%d",finalarr[i]);

    printf("\n");

    return 0;
}

```

OUTPUT:

```

csec86@ccl-06:~/nwlab$ ./hs
Enter the data:1010101

No.of redundant bits:4

Data with redundant bits:10100101111

Enter the position where error has to be made:2

data transmitted is 10100101101
csec86@ccl-06:~/nwlab$ 

```

```
csec86@ccl-06:~/nwlab$ ./hc 127.0.0.1
```

```
Received data:10100101101
```

```
Error bit in binary:10
```

```
Error in bit-2
```

```
Data after error correction:1010101
```

```
csec86@ccl-06:~/nwlab$ █
```


PROGRAM CODE:

```
#include<stdio.h>
#include<stdlib.h>
#include<string.h>
#include<sys/socket.h>
#include<netdb.h>
#include<arpa/inet.h>
#include<sys/types.h>
#include<unistd.h>
#include<fcntl.h>

int main(int argc, char *argv[])
{
    int socket_desc, i, bytes_read;
    char server_reply[1024], ip[100], request[100];
    char *hostname = argv[1];
    struct sockaddr_in server;
    struct hostent *he;
    struct in_addr **addr_list;
    FILE *fp;
    if ((he = gethostbyname(hostname)) == NULL) {
        //gethostbyname failed
        perror("gethostbyname\n");
        return 1;
    }

    addr_list = (struct in_addr **) he->h_addr_list;

    for(i = 0; addr_list[i] != NULL; i++) {
        //Return the first one;
        strcpy(ip , inet_ntoa(*addr_list[i]) );
    }

    //Create socket
    socket_desc = socket(AF_INET, SOCK_STREAM, 0);
    if (socket_desc == -1) {
        printf("Could not create socket!\n");
    }

    server.sin_addr.s_addr = inet_addr(ip);
    server.sin_family = AF_INET;
    server.sin_port = htons(80);
    //Connect to remote server
    if (connect(socket_desc , (struct sockaddr *)&server ,
        sizeof(server)) < 0)
    {
        printf("connect error!\n");
        return 1;
    }
}
```

```

}

printf("Connected...\n");

//Send some data
snprintf(request, 99, "GET / HTTP/1.1\r\n"
"Host: %s\r\n"
"\r\n\r\n", hostname);

if (send(socket_desc, request, strlen(request), 0) < 0) {
puts("Send failed!\n");
return 1;
}
puts("Data Sent...\n");

//Receive a reply from the server
fp = fopen("/home/csec86/Desktop/ouput.html", "w+");
//printf("\nhi\n");
while (bytes_read = read(socket_desc, server_reply,
sizeof(server_reply)) >
0)
{
//printf("\n%dhi\n",bytes_read);
fputs(server_reply, fp);
//printf("\n%dhelo\n",bytes_read);
memset(server_reply, 0, sizeof(server_reply));
//printf("\n%dhello\n",bytes_read);
}
//printf("\nhi\n");
do {
bytes_read = read(socket_desc, server_reply,
sizeof(server_reply));
fputs(server_reply, fp);
memset(server_reply, 0, sizeof(server_reply));
} while (bytes_read > 0);

printf("reply received...\n");
fclose(fp);
close(socket_desc);
return 0;
}

```

OUTPUT:

```
csec86@ccl-06:~/nwlab$ ./web www.ssn.edu.in
Connected...
Data Sent...

reply received...
csec86@ccl-06:~/nwlab$ █
```

