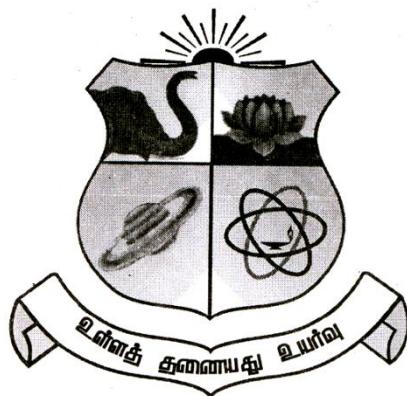


ARIGNAR ANNA GOVERNMENT ARTS AND SCIENCE COLLEGE

KARAIKAL – 609605



Computer Networks Lab - Record

Dec 2023

III-Semester

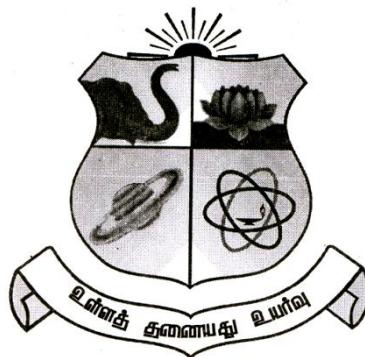
Name : _____

Reg. No. : _____

DEPARTMENT OF COMPUTER SCIENCE

AAGASC - KARAIKAL

**ARIGNAR ANNA GOVERNMENT ARTS AND
SCIENCE COLLEGE, KARAIKAL-609605**



DEPARTMENT OF COMPUTER SCIENCE

Certified that this is the bonafide record of practical work
done by Mr. / Miss
Reg. No. of Third Year B.Sc. Computer Science
during the III-Semester in the academic year 2023-2024.

STAFF IN CHARGE

HEAD OF THE DEPARTMENT

Submitted for the University Examination held on

EXTERNAL EXAMINER

INTERNAL EXAMINER

CONTENTS

Ex. No.	Date	Title	Page	Sign.
1		IP Address		
2		Socket Programming		
3		Find Host Details		
4		Find Port Details		
5		Read Source Code of URL		

// Ex. No. 1

Aim : To find IP address of the Local Host Computers

// <<<<<<<<< Find IP address of Local Host >>>>>>>

```
import java.net.*;
public class Find {
    public static void main(String[] args) throws UnknownHostException {
        InetAddress localHost = InetAddress.getLocalHost();
        System.out.println(localHost.getHostAddress());
    }
}
```

Output

192.168.56.1

// Ex. No. 2

Aim : To develop simple code to send message to server using Socket object

Socket Programming

Java Socket programming is used for communication between the applications running on different JRE.

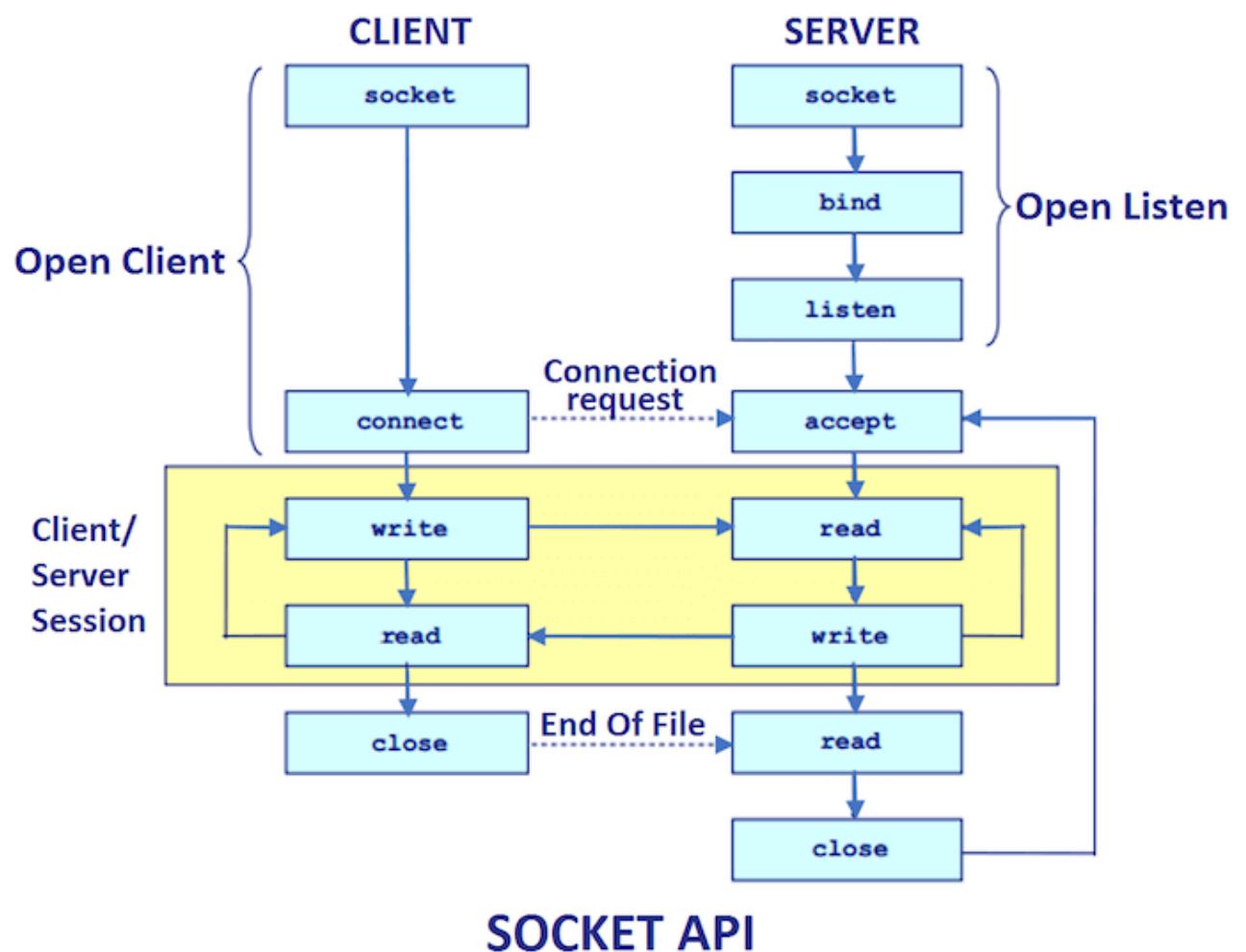
Java Socket programming can be connection-oriented or connection-less.

Socket and ServerSocket classes are used for connection-oriented socket programming and DatagramSocket and DatagramPacket classes are used for connection-less socket programming.

The client in socket programming must know two information:

1. IP Address of Server, and
2. Port number.

Here, we are going to make one-way client and server communication. In this application, client sends a message to the server, server reads the message and prints it. Here, two classes are being used: Socket and ServerSocket. The Socket class is used to communicate client and server. Through this class, we can read and write message. The ServerSocket class is used at server-side. The accept() method of ServerSocket class blocks the console until the client is connected. After the successful connection of client, it returns the instance of Socket at server-side.



SOCKET API

```
//$$$$$$$$$$$$$$$$$$$$$ MyServer.Java $$$$$$$$$$$$$$$$$$$$$$  
import java.io.*;  
import java.net.*;  
public class MyServer {  
public static void main(String[] args){  
try{  
    ServerSocket ss=new ServerSocket(6666);  
    System.out.println("Server Started...");  
    Socket s=ss.accept();  
    DataInputStream dis=new DataInputStream(s.getInputStream());  
    String str=(String)dis.readUTF();  
    System.out.println("message= "+str);  
    ss.close();  
}catch(Exception e)  
{  
    System.out.println(e.getMessage());  
}  
}  
}
```

```
//$$$$$$$$$$$$$$$$$$$$$$$$$ MyClient.Java $$$$$$$$$$$$$$$$$$$$$$  
import java.io.*;  
import java.net.*;  
public class MyClient {  
public static void main(String[] args) {  
try{  
    Socket s=new Socket("localhost",6666);  
    DataOutputStream dout=new DataOutputStream(s.getOutputStream());  
    dout.writeUTF("Hello Server");  
    System.out.println("Client message sent to server");  
    dout.flush();  
    dout.close();  
    s.close();  
}catch(Exception e) {  
    System.out.println(e.getMessage() );  
}  
}  
}
```

Output:

Server Output 1:

Server Started...

Client Output

Client message sent to server

Server Output 2:

Server Started...

message= Hello Server

Ex. No.: 3

Aim : To develop Java code to find host, port and protocol for given URL.

```
//$$$$$$$$$$$$$$$$$ Web.Java $$$$$$$$$$$$$$
```

```
import java.lang.* ;
import java.io.*;
import java.net.*;
class Web
{
    public static void main(String args []) throws MalformedURLException
    { URL url = new URL("http://www.aagasc.edu.in");
        try
        {
            System.out.println("host name is " + url.getHost());
            System.out.println("port no. is " + url.getPort());
            System.out.println("protocol used is " + url.getProtocol());
        }
        catch (Exception e)
        {
            System.out.println("error"+e);
        }
    }
}
```

Output:

host name is www.aagasc.edu.in

port no. is -1

protocol used is http

Ex.No.: 4:

Aim : To develop java code to display what are the port running on local host.

```
//$$$$$$$$$$$$$$$$$ LocalPort.Java $$$$$$$$$$$$$$$$$
```

```
import java.net.*;
import java.io.*;
public class LocalPort
{
    public static void main(String args[])
    {
        for(int port=1024;port<=65535;port++)
        {
            try
            {
                ServerSocket server=new ServerSocket(port);
            }
            catch(IOException e)
            {
                System.out.println("There is a server on port"+port);
            }
        }
    }
}
```

Output

There is a server on port2968
There is a server on port7070
There is a server on port49152
There is a server on port49153
There is a server on port49154
There is a server on port49157
There is a server on port49159
There is a server on port49166
There is a server on port49170
There is a server on port52081
There is a server on port52083
There is a server on port52089
There is a server on port52092
There is a server on port52100
There is a server on port52102
There is a server on port52734
There is a server on port54502
There is a server on port54530
There is a server on port56873
There is a server on port56955
There is a server on port56994
There is a server on port60636

Ex.No.: 5

Aim : To develop Java code to display source code of given URL

```
//$$$$$$$$$$$$$$$$ LocalPort.Java $$$$$$$$$$$$$$$$$
```

```
import java.lang.*;
import java.io.*;
import java.net.*;
class ReadURL
{
public static void main(String args[]) throws Exception
{
try
{URL url=new URL("http://www.aagasc.edu.in/prog.php");
URLConnection urlcon=url.openConnection();
InputStream ip=urlcon.getInputStream();
boolean flag=true;
while(flag)
{int a=ip.read();
if(a==-1)
{flag=false;
}
else
{
char c=(char)a;
System.out.print(c);
}
}
ip.close();
}
catch(Exception e)
{
System.out.println("error"+e);
}
}
```

Output

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<big>

Drive in the correct gear Keep your foot off the clutch when not changing gears

Install a solar water or solar cooker heater on rooftops

Keeping AC above 24 degree Celsius

Switch off appliances from plug points when not in use

Pressure cooker

Keep your electronic devices in energy saving mode

USE SMART SWITCHES FOR APPLIANCES THAT ARE USED FREQUENTLY

Install community earthen pots for cooling water Innovation Hub DSTE Puducherry

Defrost fridge or freezer regularly

Run outdoors instead of on a tread mill

</big>