

III Year – II Semester

L	T	P	C
0	0	3	2

NETWORK PROGRAMMING LAB

OBJECTIVES:

- To write, execute and debug c programs which use Socket API.
- To understand the use of client/server architecture in application development
- To understand how to use TCP and UDP based sockets and their differences.
- To get acquainted with unix system internals like Socket files, IPC structures.
- To Design reliable servers using both TCP and UDP sockets

Prerequisites:

Knowledge of C Programming, Basic commands of UNIX.

List of Programs

1. Understanding and using of commands like ifconfig, netstat, ping, arp, telnet, ftp, finger, traceroute, whoisetc. Usage of elementary socket system calls (socket (), bind(), listen(), accept(),connect(),send(),recv(),sendto(),recvfrom()).
2. Implementation of Connection oriented concurrent service (TCP).
3. Implementation of Connectionless Iterative time service (UDP).
4. Implementation of Select system call.
5. Implementation of gesockopt (), setsockopt () system calls.
6. Implementation of getpeername () system call.
7. Implementation of remote command execution using socket system calls.
8. Implementation of Distance Vector Routing Algorithm.
9. Implementation of SMTP.

10. Implementation of FTP.

11. Implementation of HTTP.

12. Implementation of RSA algorithm.

Note: Implement programs 2 to 7 in C and 8 to 12 in JAVA.

OUTCOMES:

- Understand and explain the basic concepts of Grid Computing;
- Explain the advantages of using Grid Computing within a given environment;
- Prepare for any upcoming Grid deployments and be able to get started with a potentially available Grid setup.
- Discuss some of the enabling technologies e.g. high-speed links and storage area networks.
- Build computer grids.