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CS23502- NETWORKS AND DATA COMMUNICATION
Practical
July- Oct 2026
Year/Sem/Batch : III/V/ N

Exercise: 6	UDP, TCP and DNS protocol	11- 08- 2026

Observation questions:

1. Differentiate between UDP and TCP in terms of connection setup, reliability, ordering of data, header overhead, and typical use cases. Name the corresponding Java classes used for each (`DatagramSocket`/`DatagramPacket` vs `Socket`/`ServerSocket`) and briefly state why Java exposes two different sets of classes instead of one.

2. Explain the TCP three-way handshake (connection establishment) and the four-way termination (connection close) process step by step, naming the flags involved (`SYN`, `SYN-ACK`, `ACK`, `FIN`) at each step. Also explain what the `TIME_WAIT` and `LISTEN` socket states mean and when a socket enters each.

3. In Java socket programming, methods such as `ServerSocket.accept()` and `InputStream.read()` are described as **blocking calls**. Explain what "blocking" means in this context, why it is necessary for these particular methods, and what problem could occur if a single-threaded TCP server used blocking calls while trying to serve multiple clients (relate this to why B3 needs multi-threading).

4. What is the maximum theoretical size of a single UDP datagram, and why is UDP subject to this limit while TCP is not? Explain what happens (at the Java `DatagramSocket` API level, and conceptually at the network level) if a sender tries to transmit more data than the receiver's buffer can hold, or more than the maximum datagram size allows.

5. Describe, step by step, what happens when a Java program calls `InetAddress.getByName("www.example.com")` — include the role of the OS-level DNS resolver, caching (and the significance of TTL), and the hierarchy of DNS servers (root → TLD → authoritative) that may be contacted on a cache miss. Also state which transport-layer protocol DNS queries typically use, and under what circumstance a DNS query would switch to the other transport protocol.

Execution Questions

1. UDP Client–Server Arithmetic Calculator

- Implement `UDPCalcServer.java` using `DatagramSocket` and `DatagramPacket` that listens on a fixed port, receives a request string of the form `"<num1> <operator> <num2>"` (e.g., `"12 * 5"`, supporting `+ - * /`), computes the result, and sends the result back to the requesting client's address/port.

- Implement `UDPCalcClient.java` that reads an expression typed by the user, sends it to the server, and prints the computed result received back.
- Requirement: The client should be able to send 5 different expressions in a loop without restarting the program. The server must handle a divide-by-zero request and an invalid operator request without crashing, returning an appropriate error message string to the client instead.

2. TCP File Transfer (Client Upload → Server Save)

- Implement `TCPFileServer.java` using `ServerSocket` and `Socket` that accepts a client connection, receives a filename followed by the file's byte content over the socket's `InputStream`, and saves it to disk on the server side with a `"received_"` prefix.
- Implement `TCPFileClient.java` that connects to the server, sends the name and byte content of a local text/image file (read using `FileInputStream`) over the socket's `OutputStream`, and prints a confirmation once the transfer completes.
- Requirement: Use a **byte-stream** (`InputStream`/`OutputStream`, not character streams) so the same code works for both text and binary files. Verify success by comparing file size (and, if possible, checksum) of the original and the received file. Ensure the server correctly detects **end-of-stream** (e.g., using `socket.shutdownOutput()` on the client side after sending) so `read()` doesn't block indefinitely.

3. Multi-threaded TCP Server for Concurrent Clients

- Implement `MultiClientTCPServer.java` that uses `ServerSocket.accept()` in a loop, and spawns a new `Thread` (or uses an `ExecutorService`) for each connected client so multiple clients can be served concurrently.
- Implement `MultiClientTCPClient.java` such that it can be run from multiple terminals simultaneously, each sending its own messages independently.
- Requirement: Demonstrate with **at least 3 simultaneous clients** connected to the same server, each getting an independent, correctly-ordered response. Print the client's socket port on the server side to distinguish clients in the log.

4. Java DNS Lookup Utility Client (mini "nslookup")

- Implement `DNSLookupClient.java` that takes a hostname as a command-line argument (or console input) and:
  - Prints the canonical/primary IP address using `InetAddress.getByName()`.
  - Prints **all** resolved IP addresses using `InetAddress.getAllByName()`.
  - Performs a **reverse DNS lookup** (IP → hostname) using `InetAddress.getByAddress()` / `getCanonicalHostName()` on one of the resolved IPs.
- No separate "server" is needed here — the DNS infrastructure acts as the server. Instead, pair this with a simple TCP server that logs each hostname your client resolves, i.e., after resolving, your client should connect to your own `DNSLogServer.java` (TCP) and send the resolved hostname + IP so the server can maintain a log file of all lookups performed.
- Requirement: Test with at least 3 different hostnames, including one invalid/non-existent hostname, and show how `UnknownHostException` is handled gracefully.