

EX.NO:9a Applications using TCP and UDP Sockets (like DNS)

AIM

To write a java program for DNS application.

CONCEPT

1. The DNS client program sends a request to a DNS server to map the e-mail address to the corresponding IP address.
2. When the Internet was small, mapping was done by using a host file. The host file had only two columns: name and address.
3. The host that needs mapping can contact the closest computer holding the needed information. This method is used by the Domain Name System (DNS).

ALGORITHM

Server

- Step1: Start the program.
- Step2: Create the socket for the server.
- Step3: Bind the socket to the port.
- Step4: Listen for the incoming client connection.
- Step5: Receive the IP address from the client to be resolved.
- Step6: Get the domain name for the client.
- Step7: Check the existence of the domain in the server.
- Step8: If domain matches then send the corresponding address to the client.
- Step9: Stop the program execution

Client

- Step1: Start the Program
- Step2: Create the socket for the client.
- Step3: Connect the socket to the Server.
- Step4: Send the host name to the server to be resolved.
- Step5: If the server corresponds then print the address and terminate the process

SOURCE CODE

// UDP DNS Server

Udpdnsserver.java

```
import java.io.*;
import java.net.*;
public class udpdnsserver
{
    private static int indexOf(String[] array, String str)
    {
        str = str.trim();
        for (int i=0; i < array.length; i++)
        {
            if (array[i].equals(str)) return i;
        }
        return -1;
    }
}
```

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Table of Contents Ip Network Lab Manual Answer Key 5

1. Understanding the eBook Ip Network Lab Manual Answer Key 5
 - The Rise of Digital Reading Ip Network Lab Manual Answer Key 5
 - Advantages of eBooks Over Traditional Books
2. Identifying Ip Network Lab Manual Answer Key 5
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Ip Network Lab Manual Answer Key 5
 - User-Friendly Interface
4. Exploring eBook Recommendations from Ip Network Lab Manual Answer Key 5
 - Personalized Recommendations
 - Ip Network Lab Manual Answer Key 5 User Reviews and Ratings
 - Ip Network Lab Manual Answer Key 5 and Bestseller Lists
5. Accessing Ip Network Lab Manual Answer Key 5 Free and Paid eBooks
 - Ip Network Lab Manual Answer Key 5 Public Domain eBooks

- Ip Network Lab Manual Answer Key 5 eBook Subscription Services
- Ip Network Lab Manual Answer Key 5 Budget-Friendly Options
- 6. Navigating Ip Network Lab Manual Answer Key 5 eBook Formats
 - ePub, PDF, MOBI, and More
 - Ip Network Lab Manual Answer Key 5 Compatibility with Devices
 - Ip Network Lab Manual Answer Key 5 Enhanced eBook Features
- 7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Ip Network Lab Manual Answer Key 5
 - Highlighting and Note-Taking Ip Network Lab Manual Answer Key 5
 - Interactive Elements Ip Network Lab Manual Answer Key 5
- 8. Staying Engaged with Ip Network Lab Manual Answer Key 5
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Ip Network Lab Manual Answer Key 5
- 9. Balancing eBooks and Physical Books Ip Network Lab Manual Answer Key 5
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Ip Network Lab Manual Answer Key 5
- 10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
- 11. Cultivating a Reading Routine Ip Network Lab Manual Answer Key 5
 - Setting Reading Goals Ip Network Lab Manual Answer Key 5
 - Carving Out Dedicated Reading Time
- 12. Sourcing Reliable Information of Ip Network Lab Manual Answer Key 5
 - Fact-Checking eBook Content of Ip Network Lab Manual Answer Key 5
 - Distinguishing Credible Sources
- 13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development
 - Exploring Educational eBooks

14. Embracing eBook Trends

- Integration of Multimedia Elements
- Interactive and Gamified eBooks

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