CSE 124
January 7, 2016
Winter 2016, UCSD
Prof. George Porter
Outline

1. UNIX network sockets overview
   - socket(), connect(), send(), recv(), close(), bind(), listen(), accept()
   - Data structures needed for network sockets
   - Helper functions
2. We’re going to build a simple ‘echo’ client
3. Then the server application
4. Then let’s modify it!
Demo 1: Echo client/server
Part 1: The client
## Client overview

<table>
<thead>
<tr>
<th>Steps</th>
<th>Socket API used</th>
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<tbody>
<tr>
<td>1. Handle command line arguments</td>
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<td>4. Send the string</td>
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<td>5. Receive the response</td>
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</table>
Step 1: Command line

• The client needs 3 parameters:
  – Address to connect to
  – String to send to the echo server
  – TCP port number of the echo server

• Let’s build argument handling first

• Note this part of the code doesn’t involve any network sockets APIs, except ‘in_port_t’:
  – typedef __uint16_t in_port_t;
Step 2: Creating the socket

#include <sys/socket.h>

int socket(int family, int type, int protocol);

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<tr>
<th>Family</th>
<th>Type</th>
<th>Protocol</th>
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<tr>
<td>TCP</td>
<td>PF_INET</td>
<td>SOCK_STREAM</td>
</tr>
<tr>
<td>UDP</td>
<td></td>
<td>SOCK_DGRAM</td>
</tr>
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</table>

Creates a new socket;
PF_INET, SOCK_STREAM, IPPROTO_TCP defines a TCP connection
Step 3: Connecting to the server

1. Convert the destination address and destination port into a
   - struct sockaddr_in;

2. Connect to the server
• struct sockaddr
  {
    unsigned short sa_family; /* Address family (e.g., AF_INET) */
    char sa_data[14]; /* Protocol-specific address information */
  };

• struct sockaddr_in
  {
    unsigned short sin_family; /* Internet protocol (AF_INET) */
    unsigned short sin_port; /* Port (16-bits) */
    struct in_addr sin_addr; /* Internet address (32-bits) */
    char sin_zero[8]; /* Not used */
  };

struct in_addr
  {
    unsigned long s_addr; /* Internet address (32-bits) */
  };

---

<table>
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<tr>
<th>sockaddr</th>
<th>Family</th>
<th>Blob</th>
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<tbody>
<tr>
<td></td>
<td>2 bytes</td>
<td>2 bytes</td>
</tr>
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<th>sockaddr_in</th>
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<th>Not used</th>
</tr>
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Some details about addresses...

• Converting IP addr to/from strings
  – Printable string to binary:
    • int inet_pton();
  – Binary to printable string:
    • const char * inet_ntop()

• Making the *byte order* consistent
  – uint16_t htons(uint16_t hostshort);
  – uint16_t ntohss(uint16_t netshort);
Connecting sockets

- `int connect(int socket, const struct sockaddr *address, socklen_t address_len);`
  - socket is the descriptor
  - address describes the destination address
  - len is the size of address

- Blocking call: waits until a connection is established

- Q: What kinds of errors might occur here?
Step 4: sending the string

- `ssize_t send(socket, buf, len, flags)`
- We’re using *blocking* semantics of send
- Always check that the right number of bytes were sent
- Returns the number of bytes that were sent and acknowledged by the receiver
Step 5: Receive the response

- `ssize_t recv(int sockfd, void *buf, size_t len, int flags);`

- **Note:**
  - `recv()` receives *at least one* bytes from the socket
  - It **does not** receive the same number of bytes that were sent via ‘send’ (we’ll see why in Chapter 7)
  - Returns 0 when the client has closed the socket

- **What does this mean?**
  - You have to keep reading from the socket until you’ve received all the bytes you need
Step 6: close the socket

- `int close(int socket);`
- Closes the socket
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Server overview

Steps
1. Handle command line arguments
2. Create network socket
3. Bind socket to an interface
4. Tell the socket to listen for incoming connections
5. Accept an incoming connection:
6. Read/write to the socket
7. Close the socket

Socket API used
1. n/a
2. socket()
3. bind()
4. listen()
5. accept()
6. send/recv()
7. close()
Step 1: Command line

• The server needs 1 parameter:
  – Port to listen on

• Similar to the client
• No real network code in this part
Step 2: Creating the socket

```
#include <sys/socket.h>

int socket(int family, int type, int protocol);
```

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Same as in the client
Step 3: bind

- We need to tell the socket what IP address and port to listen for incoming connections
- ```c
   int bind(int sockfd, const struct sockaddr *addr, socklen_t len);
```  
- We don’t care which IP address to bind to  
  - `servAddr.sin_addr.s_addr = htonl(INADDR_ANY);`
- We do care about the listening port  
  - `servAddr.sin_port = htons(servPort);`
Step 4: listen

• Tells the OS that this socket is going to be a server socket
  – E.g., that it should listen for incoming commands

• `int listen(int sockfd, int backlog);`
  – ‘backlog’ specifies how many pending connections can exist before additional ones are refused
Step 5: Accepting new connections

- A “listening” socket isn’t actually used to send/receive data...
  - Otherwise e.g., a web server could only handle one client at a time
  - Because port 80 (www) would be “used up” by a single client

- Instead, listening socket used to accept a new connection, which gets its very own *per-connection* ‘client’ socket
Step 5: Accepting new connections

- `int accept(int sockfd, struct sockaddr *addr, socklen_t *addrlen);`
- Blocking call, waits for incoming connections
- Returns new, per-connection client socket ID
- `addr` is filled in with information about the incoming client
  - E.g., their IP address and port
Step 6: send/recv

• Same as with the client
• Reminder:
  – recv() returns at least one byte
  – Can return a different amount of bytes than the corresponding send call
• Example:
  – send(1000 bytes)
  – recv() returns 400 bytes, next recv() returns 100 bytes, and a third recv() call returns 500 bytes
Step 7: closing the socket

• Same as with the client
• But remember that you need to close the ‘client’ socket as well as the ‘server’ socket
IPv6

- Chapter 2.9 covers support for IPv6
- Mostly using slight variations of the data structures
- Our testbed doesn’t support v6, so we won’t be really using it this term