Network Programming with Python

First: A Little Theory

- Client/Server model
- Network sockets
- TCP/IP protocol suite

Clients and Servers



Clients and Servers

Clients

Internet

Server

- Machines vs. Programs
- Examples of Server programs:
 - Apache
 - Tornado
- Examples of Client programs:
 - Mozilla Firefox
 - Google Chrome

Network Sockets

- Used to identify particular processes (programs) on particular machines.
- Socket is composed of two numbers:
 - IP address: machine identifier
 - Port number: process identifier
- Berkeley Sockets most common approach to sockets.
- A connection between two computers can be represented as two sockets: one for the client machine and program, one for the server machine and program.

Port Numbers

- Well-known ports
 - 0-1023
 - Examples:

 25: SMTP (email), 80: HTTP (web), 110: POP3 (email), 443: HTTPS (secure web)

- Registered ports
 - 1024-49151
- Private/Dynamic ports
 - 49151-65535

TCP/IP

- Layers of protocols (link, internet, transport, application).
- Mainly, we're concerned with TCP
- One alternative to TCP is UDP.

NOW FOR CODE!!!!!!

Steps for the server

- Create socket object
- Bind socket object to a particular socket
- Listen
- Program loop:
 - Accept connections from clients
 - [Do program stuff]
 - Close socket

Loopback Interface

- IP Address: 127.0.0.1
- Refers to the machine the program is running on.
- Not really networking (more like interprocess communication), but good for starting network programming.

Steps for the client

- Create socket object
- Ask to connect to a particular socket (THE SERVER'S SOCKET)
- [Do program stuff]
- Close the socket



- recvall() method
 - Python provides sendall() method
- Reuse address option

Sending a single message

• Time to add program code!

Awesome E-Books

- CS e-book databases on the UW Libraries website:
- http://guides.lib.washington.edu/content.php?pid=9
- Python presentations from Autumn 2011:
- http://www.cs.washington.edu/education/courses/cs