

CSE 333

Lecture 18 -- server sockets

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Administrivia

HW4 posted now, due last Thursday of the quarter

Exercise covering client-side programming posted yesterday afternoon, due Wednesday before class

No class Monday!! (Have fun, get energized, catch up :))

Today

Network programming

server-side programming

Servers

Pretty similar to clients, but with additional steps

there are seven steps:

figure out the address and port on which to listen

create a socket

bind the socket to the address and port on which to listen

indicate that the socket is a **listening** socket

accept a connection from a client

read and **write** to that connection

close the connection

Accepting a connection from a client

Step 1. Figure out the address and port on which to listen.

Step 2. Create a socket.

Step 3. **Bind** the socket to the address and port on which to listen.

Step 4. Indicate that the socket is a **listening** socket.

Servers

Servers can have multiple IP addresses

“multihomed”

usually have at least one externally visible IP address, as well as a local-only address (127.0.0.1)

When you bind a socket for listening, you can:

specify that it should listen on all addresses

by specifying the address “INADDR_ANY” -- 0.0.0.0

specify that it should listen on a particular address

bind()

The “bind()” system call associates with a socket:

an address family

AF_INET: IPv4

AF_INET6: IPv6

a local IP address

the special IP address **INADDR_ANY** (“0.0.0.0”) means “all local IPv4 addresses of this host”

use **in6addr_any** (instead of INADDR_ANY) for IPv6

a local port number

listen()

The “listen()” system call tells the OS that the socket is a listening socket to which clients can connect

you also tell the OS how many pending connections it should queue before it starts to refuse new connections

you pick up a pending connection with “accept()”

when listen returns, remote clients can start connecting to your listening socket

you need to “accept()” those connections to start using them

Server socket, bind, listen

see server_bind_listen.cc

Accepting a connection from a client

Step 5. **accept()** a connection from a client.

Step 6. **read()** and **write()** to the client.

Step 7. **close()** the connection.

accept()

The “accept()” system call waits for an incoming connection, or pulls one off the pending queue

it returns an active, ready-to-use socket file descriptor connected to a client

it returns address information about the peer

use `inet_ntop()` to get the client’s printable IP address

use `getnameinfo()` to do a **reverse DNS lookup** on the client

Server accept, read/write, close

see server_accept_rw_close.cc

Something to note...

Our server code is not concurrent

- single thread of execution

- the thread blocks waiting for the next connection

- the thread blocks waiting for the next message from the connection

A crowd of clients is, by nature, concurrent

- while our server is handling the next client, all other clients are stuck waiting for it

Exercise 1

Write a program that:

- creates a listening socket, accepts connections from clients

- reads a line of text from the client

- parses the line of text as a DNS name

- does a DNS lookup on the name

- writes back to the client the list of IP addresses associated with the DNS name

- closes the connection to the client

Exercise 2

Write a program that:

- creates a listening socket, accepts connections from clients

- reads a line of text from the client

- parses the line of text as a DNS name

- connects to that DNS name on port 80

- writes a valid HTTP request for “/”

- see next slide for what to write

- reads the reply, returns the reply to the client

Exercise 2 continued

Here's a valid HTTP request to server `www.foo.com`

note that lines end with `'\r\n'`, not just `'\n'`

```
GET / HTTP/1.0\r\n
Host: www.foo.com\r\n
Connection: close\r\n
\r\n
```


See you on Wednesday!