Administrivia

HW4 posted now, due last Thursday of the quarter

New exercise covering client-side programming posted now, due Monday before class

CSE Linux VM: if *dig* and other things are missing from your CSE Fedora VM, install bind-utils. (It is installed on attu and the lab workstations)
Today

Network programming
- server-side programming
Servers

Pretty similar to clients, but with additional steps

- there are seven steps:
  1. figure out the address and port on which to listen
  2. create a socket
  3. bind the socket to the address and port on which to listen
  4. indicate that the socket is a listening socket
  5. accept a connection from a client
  6. read and write to that connection
  7. 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\nHost: www.foo.com\r\nConnection: close\r\n\r\n```

See you on Monday!