CSE 333 – SECTION 7
Client-Side Network Programming
Overview

- Domain Name Service (DNS)
- Client side network programming steps and calls
- `dig` and `ncat` tools
Network programming for the client side

• Recall the five steps, here’s the corresponding calls:
  1. `getaddrinfo()` to figure out IP address and port to talk to
  2. `socket()` for creating a socket
  3. `connect()` to connect to the server
  4. `read()` and `write()` to transfer data through the socket
  5. `close()` to close the socket
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Network Addresses

- For IPv4, an IP address is a 4-byte tuple
  - e.g., 128.95.4.1 (80:5f:04:01 in hex)
- For IPv6, an IP address is a 16-byte tuple
  - e.g., 2d01:0db8:f188:0000:0000:0000:0000:1f33
    - 2d01:0db8:f188::1f33 in shorthand
DNS – Domain Name System/Service

- A hierarchical distributed naming system any resource connected to the Internet or a private network.
- Resolves queries for names into IP addresses.
- The sockets API lets you convert between the two.
  - Aside: `getnameinfo()` is the inverse of `getaddrinfo()`
- Is on the application layer on the Internet protocol suite.
Dig demo

dig +trace attu.cs.washington.edu
Resolving DNS names

• The POSIX way is to use `getaddrinfo()`.
• Set up a “hints” structure with constraints, e.g. IPv6, IPv4, or either.
• Tell `getaddrinfo()` which host and port you want resolved.
• Host - a string representation: DNS name or IP address
• `getaddrinfo()` gives you a list of results in an “addrinfo” struct.
// Port numbers and addresses are in *network order*.

// A mostly-protocol-independent address structure.
struct sockaddr {
    short int sa_family;  // Address family; AF_INET, AF_INET6
    char sa_data[14];    // 14 bytes of protocol address
};

// An IPv4 specific address structure.
struct sockaddr_in {
    short int sin_family;  // Address family, AF_INET == IPv4
    unsigned short int sin_port;  // Port number
    struct in_addr sin_addr;     // Internet address
    unsigned char sin_zero[8];  // Same size as struct sockaddr
};

struct in_addr {
    uint32_t s_addr; // IPv4 address
};
// A structure big enough to hold either IPv4 or IPv6 structures.
struct sockaddr_storage {
    sa_family_t ss_family;    // address family
    // a bunch of padding; safe to ignore it.
    char     __ss_pad1[_SS_PAD1SIZE];
    int64_t  __ss_align;
    char     __ss_pad2[_SS_PAD2SIZE];
};

// An IPv6 specific address structure.
struct sockaddr_in6 {
    u_int16_t      sin6_family;    // address family, AF_INET6
    u_int16_t      sin6_port;      // Port number
    u_int32_t      sin6_flowinfo;  // IPv6 flow information
    struct in6_addr sin6_addr;     // IPv6 address
    u_int32_t      sin6_scope_id;  // Scope ID
};

struct in6_addr {
    unsigned char s6_addr[16];    // IPv6 address
};
getaddrinfo() and structures

```c
int getaddrinfo(const char *hostname, // hostname to look up
                 const char *servname, // service name
                 const struct addrinfo *hints, // desired output type
                 struct addrinfo **res); // result structure

// Hints and results take the same form. Hints are optional.
struct addrinfo {
    int            ai_flags;    // Indicate options to the function
    int            ai_family;   // AF_INET, AF_INET6, or AF_UNSPEC
    int            ai_socktype; // Socket type, (use SOCK_STREAM)
    int            ai_protocol; // Protocol type
    size_t         ai_addrlen;  // INET_ADDRSTRLEN, INET6_ADDRSTRLEN
    struct sockaddr *ai_addr;   // Address (input to inet_ntop)
    char           *ai_canonname; // canonical name for the host
    struct addrinfo *ai_next;   // Next element (It’s a linked list)
};

// Converts an address from network format to presentation format
const char *inet_ntop(int af, // family (see above)
                       const void * restrict src, // in_addr or in6_addr
                       char * restrict dest,   // return buffer
                       socklen_t size);        // length of buffer
```
Generating these structures

#include <stdlib.h>
#include <arpa/inet.h>

int main(int argc, char **argv) {
    struct sockaddr_in sa;   // IPv4
    struct sockaddr_in6 sa6; // IPv6

    // IPv4 string to sockaddr_in.
    inet_pton(AF_INET, "192.0.2.1", &(sa.sin_addr));

    // IPv6 string to sockaddr_in6.
    inet_pton(AF_INET6, "2001:db8:63b3:1::3490", &(sa6.sin6_addr));

    return EXIT_SUCCESS;
}
Generating these structures

```c
#include <stdlib.h>
#include <arpa/inet.h>

int main(int argc, char **argv) {
    struct sockaddr_in6 sa6;    // IPv6
    char astring[INET6_ADDRSTRLEN]; // IPv6

    // IPv6 string to sockaddr_in6.
    inet_pton(AF_INET6, "2001:db8:63b3:1::3490", &(sa6.sin6_addr));

    // sockaddr_in6 to IPv6 string.
    inet_ntop(AF_INET6, &(sa6.sin6_addr), astring, INET6_ADDRSTRLEN);
    printf("%s\n", astring);
    return EXIT_SUCCESS;
}
```
DNS Resolution Demo

dnsresolve.cc
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socket() – Create the socket

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

int socket(int domain,  // e.g. AF_NET, AF_NET6
            int type,    // e.g. SOCK_STREAM, SOCK_DGRAM
            int protocol); // Usually 0
```

Note that socket() just creates a socket, it isn’t bound yet to a local address.
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connect() – Establish the connection

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

int connect(int sockfd, // socket fd from step 2
             struct sockaddr *serv_addr, // server info
             int addrlen); // size of serv_addr struct
```
Demo (Along with ncat demo)

connect.cc
(nc –lv 5454 to create listener)
Pictorially

128.95.4.33

Web server

Internet

client

index.html

pic.png

10.12.3.4:5544

44.1.19.32:7113

OS’s descriptor table

<table>
<thead>
<tr>
<th>file descriptor</th>
<th>type</th>
<th>connected to?</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>pipe</td>
<td>stdin (console)</td>
</tr>
<tr>
<td>1</td>
<td>pipe</td>
<td>stdout (console)</td>
</tr>
<tr>
<td>2</td>
<td>pipe</td>
<td>stderr (console)</td>
</tr>
<tr>
<td>3</td>
<td>TCP socket</td>
<td>remote: 44.1.19.32:7113</td>
</tr>
<tr>
<td>5</td>
<td>file</td>
<td>index.html</td>
</tr>
<tr>
<td>8</td>
<td>file</td>
<td>pic.png</td>
</tr>
<tr>
<td>9</td>
<td>TCP socket</td>
<td>local: 128.95.4.33:80</td>
</tr>
</tbody>
</table>
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read() and write()

• By default, both are blocking calls
• read() will wait for some data to arrive, then immediately read whatever data has been received by the network stack
  • Might return less data read than asked for
  • Blocks while data isn’t received
• conversely, write() enqueues your data to OS’ send buffer, then returns while OS does the rest in the background
  • When write returns the receiver probably hasn’t received the data yet
  • When the send buffer fills up, write() will also block
Demo (Along with more ncat)

sendreceive.cc
(nc –l 5454 to create listener)
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close() – Close the connection

#include <unistd.h>

int close(int sockfd);

Remember to close the socket when you’re done!
Section Exercise

• The TA has set up a game server for you to communicate with (gameserver.py)

• Using the sample client code from lecture and what you know about I/O calls in C++, your job is to implement a C++ client called gameclient.cc such that you can communicate with the game server much like you can with the netcat tool