CSE 333
Lecture 18 -- server sockets

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Exercise covering client-side programming posted late yesterday, due Monday before class

Next exercise covers today’s server-side code. Post today or wait until Monday? (Due Wed. in either case)

HW4 posted now, files pushed after class, due last Thursday of the quarter (+ late days if you have them)
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” or “in6addr_any” -- 0.0.0.0 or :: (i.e., all 0’s)

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 (also handles IPv4 clients on POSIX systems)
- 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
Step 5. **accept**() a connection from a client.

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

Step 7. **close**() the connection.
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
Before we go…

hw4 demo
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!