Client-side Networking
CSE 333 Autumn 2018

Instructor: Hal Perkins

Teaching Assistants:
Tarkan Al-Kazily  Renshu Gu  Travis McGaha
Harshita Neti  Thai Pham  Forrest Timour
Soumya Vasisht  Yifan Xu
Administrivia

- hw4 out today – due Thur. Dec. 6 (last week of qtr)
  - Demo today in class

- Exercise 15 due Monday
  - Client-side TCP connection

- Companion exercise 16 out Monday, due next Wednesday
  - Server-side TCP connection (to talk with your client-side code!)
Socket API: Client TCP Connection

- There are five steps:
  1) Figure out the IP address and port to connect to
  2) Create a socket
  3) Connect the socket to the remote server
  4) `read()` and `write()` data using the socket
  5) Close the socket
Step 1: DNS Lookup

- Covered in lecture and section already
- See `dnsresolve.cc`

```c
struct addrinfo {
    int       ai_flags;       // additional flags
    int       ai_family;      // AF_INET, AF_INET6, AF_UNSPEC
    int       ai_socktype;    // SOCK_STREAM, SOCK_DGRAM, 0
    int       ai_protocol;    // IPPROTO_TCP, IPPROTO_UDP, 0
    size_t    ai_addrlen;     // length of socket addr in bytes
    struct sockaddr* ai_addr; // pointer to socket addr
    char*     ai_canonname;   // canonical name
    struct addrinfo* ai_next; // can form a linked list
};
```
Step 2: Creating a Socket

- int socket(int domain, int type, int protocol);

- Creating a socket doesn’t bind it to a local address or port yet
- Returns file descriptor or -1 on error

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

int main(int argc, char** argv) {
    int socket_fd = socket(AF_INET, SOCK_STREAM, 0);
    if (socket_fd == -1) {
        std::cerr << strerror(errno) << std::endl;
        return EXIT_FAILURE;
    }
    close(socket_fd);
    return EXIT_SUCCESS;
}
```
Step 3: Connect to the Server

- The `connect()` system call establishes a connection to a remote host

```
int connect(int sockfd, const struct sockaddr* addr, socklen_t addrlen);
```

- `sockfd`: Socket file description from Step 2
- `addr` and `addrlen`: Usually from one of the address structures returned by `getaddrinfo` in Step 1 (DNS lookup)
- Returns 0 on success and -1 on error

- `connect()` may take some time to return
  - It is a blocking call by default
  - The network stack within the OS will communicate with the remote host to establish a TCP connection to it
    - This involves ~2 round trips across the network
Connect Example

- See `connect.cc`

```c
// Get an appropriate sockaddr structure.
struct sockaddr_storage addr;
size_t addrlen;
LookupName(argv[1], port, &addr, &addrlen);

// Create the socket.
int socket_fd = socket(addr.ss_family, SOCK_STREAM, 0);
if (socket_fd == -1) {
    cerr << "socket() failed: " << strerror(errno) << endl;
    return EXIT_FAILURE;
}

// Connect the socket to the remote host.
int res = connect(socket_fd,
    reinterpret_cast<sockaddr*>(&addr),
    addrlen);
if (res == -1) {
    cerr << "connect() failed: " << strerror(errno) << endl;
}
```
Step 4: read()

- If there is data that has already been received by the network stack, then read will return immediately with it
  - read() might return with less data than you asked for

- If there is no data waiting for you, by default read() will block until something arrives
  - This might cause deadlock!
  - Can read() return 0?
Step 4: `write()`

- `write()` enqueues your data in a send buffer in the OS and then returns
  - The OS transmits the data over the network in the background
  - When `write()` returns, the receiver probably has not yet received the data!

- If there is no more space left in the send buffer, by default `write()` will block
Read/Write Example

```c
while (1) {
    int wres = write(socket_fd, readbuf, res);
    if (wres == 0) {
        cerr << "socket closed prematurely" << endl;
        close(socket_fd);
        return EXIT_FAILURE;
    }
    if (wres == -1) {
        if (errno == EINTR)
            continue;
        cerr << "socket write failure: " << strerror(errno) << endl;
        close(socket_fd);
        return EXIT_FAILURE;
    }
    break;
}
```

- **See** `sendreceive.cc`
  - **Demo**
Step 5: `close()`

- `int close(int fd);`

- Nothing special here – it’s the same function as with file I/O
- Shuts down the socket and frees resources and file descriptors associated with it on both ends of the connection
hw4 demo

- Multithreaded Web Server (333gle)
  - Don’t worry – multithreading has mostly been written for you
  - `./http333d <port> <static files> <indices+>`
  - Some security bugs to fix, too
Extra Exercise #1

- Write a program that:
  - Reads DNS names, one per line, from stdin
  - Translates each name to one or more IP addresses
  - Prints out each IP address to stdout, one per line