Client-side Networking

CSE 333 Spring 2018

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Administrivia

- hw3 is due Thursday (5/17)
  - Usual reminders: don't forget to tag, clone elsewhere, and recompile
- Exercise 15 will be released on Thursday
  - Related to section this week
- hw4 out on Friday (5/18)

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

DNS Lookup Example

- See `dnsresolve.cc`

```
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
};
```

// create a struct addrinfo hints
// zero out hints for "defaults"
// set specific fields as desired
// call getaddrinfo() using hints
// resulting linked link will have all fields appropriately set

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

socket.cc

```
#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) {   // check for error
     std::cerr << strerror(errno) << std::endl;
     return EXIT_FAILURE;
  }
  close(socket_fd);   // close when done
  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);
```

usually: struct sockaddr_storage ss;
(sockaddr*)(&ss)
socket()
getaddrinfo()
struct addrinfo

  - `sockfd`: Socket file description from Step 2
  - `addr` and `addrlen`: Related to address structures from Step 1
  - 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`

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

// 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;
}
```

Review Question

return # of bytes read/written

- How do we *error* check `read()` and `write()`?
  - Vote at http://PollEv.com/justinh

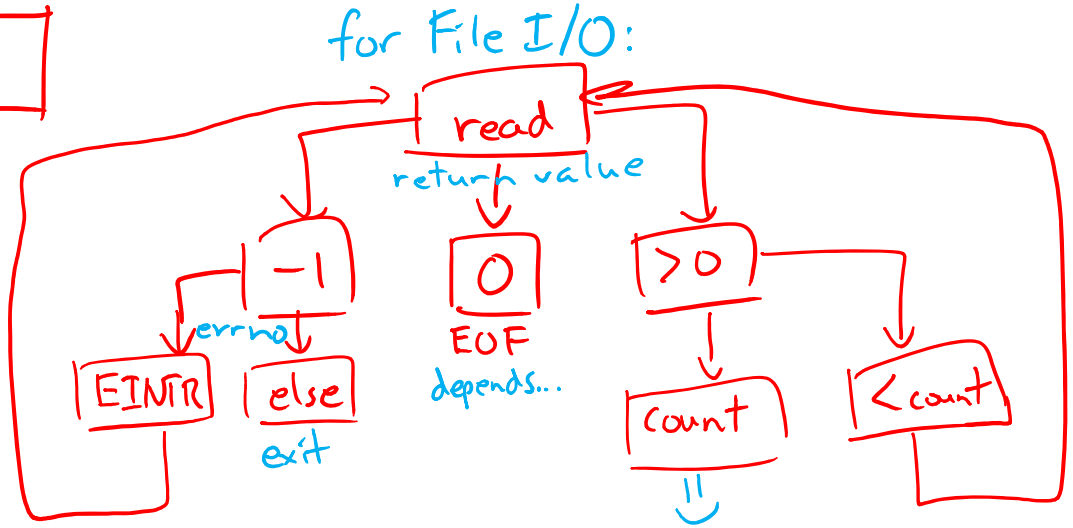
A. `ferror()` for fread()/fwrite()

B. Return value less than expected — happens, but not on error

C. Return value of 0 or NULL — valid return value (means EOF for read())

D. Return value of -1

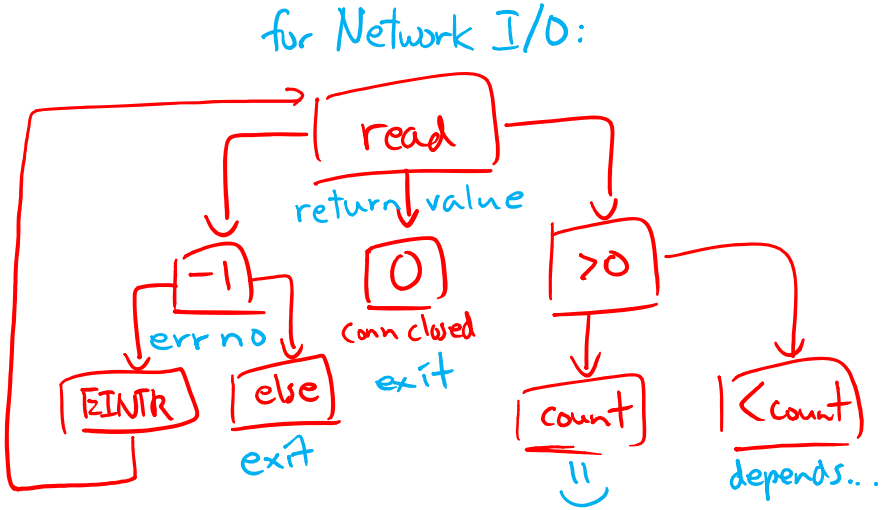
E. We're lost…



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?
    ↳ Yes, if connection is closed



Step 4: `read()`

- Assume we have:
  - `int socket_fd;` `// fd of connected socket`
  - `char readbuf[BUF];` `// read buffer`
  - `int res;` `// to store read result`
- Write *C++* code to read in BUF characters from `socket_fd`
  - If error occurs, send error message to user and exit()

```
while (1) {
    res = read(socket_fd, readbuf, BUF);
    if (res == -1) {
        if (errno == EINTR)
            continue;
        std::cerr << "read error: " << strerror(errno) << std::endl;
        close(socket_fd);
        exit(EXIT_FAILURE);
    }
    ...
```

See sendreceive.cc for complete code

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

```
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

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