Server-side Programming
CSE 333 Spring 2018

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Administrivia

- Exercise 15 released yesterday, due Monday (5/21)
  - Client-side programming
- Exercise 16 released today, due Wednesday (5/23)
  - Server-side programming

- hw4 posted and files will be pushed to repos today
  - Due last Thursday of quarter (5/31)
  - Demo today
Socket API: Server TCP Connection

- Pretty similar to clients, but with additional steps:
  1. Figure out the IP address and port on which to listen
  2. Create a socket
  3. `bind()` the socket to the address(es) and port
  4. Tell the socket to `listen()` for incoming clients
  5. `accept()` a client connection
  6. `read()` and `write()` to that connection
  7. `close()` the socket
Servers

- Servers can have multiple IP addresses ("multihoming")
  - Usually have at least one externally-visible IP address, as well as a local-only address (127.0.0.1)

- The goals of a server socket are different than a client socket
  - Want to bind the socket to a particular port of one or more IP addresses of the server
  - Want to allow multiple clients to connect to the same port
    - Server reassigns client connections to different internal ports to differentiate
Steps 1-2

- **Step 1**: `getaddrinfo()` invocation may or may not be needed
  - Do you know your IP address(es) already?
    - Static vs. dynamic IP address allocation
  - Can request all local IP addresses by passing `NULL` as hostname and setting `AI_PASSIVE` in `hints.ai_flags`

- **Step 2**: `socket()` call is same as before
  - Can directly use constants or fields from result of `getaddrinfo()`
  - Recall that this just returns a file descriptor – IP address and port are not needed yet
Step 3: Bind the socket

- \textbf{int bind} (int sockfd, const struct sockaddr* addr, socklen_t addrlen);

- Looks nearly identical to \texttt{connect()}!
- Returns 0 on success, -1 on error

- Some specifics for \texttt{addr}:
  - \textbf{Address family}: AF_INET or AF_INET6
  - What type of IP connections can we accept?
  - POSIX systems can handle IPv4 clients via IPv6 😊
  - \textbf{Port}: port in network byte order (\texttt{htons()} is handy)
  - \textbf{Address}: specify \emph{particular} IP address or \emph{any} IP address
    - “Wildcard address” – INADDR_ANY (IPv4), in6addr_any (IPv6)
Step 4: Listen for Incoming Clients

- `int listen(int sockfd, int backlog);`

- Tells the OS that the socket is a listening socket that clients can connect to
- `backlog`: maximum length of connection queue
  - Gets truncated, if necessary, to defined constant `SOMAXCONN`
  - The OS will refuse new connections once queue is full
- Returns 0 on success, -1 on error

- Clients can start connecting to the socket as soon as `listen()` returns
  - Server can’t use a connection until you `accept()` it
Pseudocode Time

- Assume we have set up `struct addrinfo` hints to get both IPv4 and IPv6 addresses
  - Write pseudocode to bind to and listen on the first socket that works

- Pieces you can use:
  - `Error();`  // error msg and exit
  - `retval = getaddrinfo(..., &res);`
  - `freeaddrinfo(res);`
  - `fd = socket(...);`
  - `retval = bind(fd, ...);`
  - `retval = listen(fd, SOMAXCONN);`
  - `close(fd);`
Example #1

- See `server_bind_listen.cc`
  - Takes in a port number from the command line
  - Opens a server socket, prints info, then listens for connections for 20 seconds
    - Can connect to it using netcat (`nc`)
Step 5: Accept a Client Connection

- **int accept(int sockfd, struct sockaddr* addr, socklen_t* addrlen);**

- Returns an active, ready-to-use socket file descriptor connected to a client (or -1 on error)
  - sockfd must have been created, bound, and listening
  - Pulls a queued connection or waits for an incoming one

- addr and addrlen are output parameters
  - *addrlen should initially be set to sizeof(*addr), gets overwritten with the size of the client address
  - Address information of client is written into *addr
    - Use `inet_ntop()` to get the client’s printable IP address
    - Use `getnameinfo()` to do a reverse DNS lookup on the client
Example #2

- See `server_accept_rw_close.cc`
  - Takes in a port number from the command line
  - Opens a server socket, prints info, then listens for connections
    - Can connect to it using netcat (`nc`)
  - Accepts connections as they come
  - Echoes any data the client sends to it on `stdout`
Something to Note

- Our server code is not concurrent
  - Single thread of execution
  - The thread blocks while 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 😞
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:
  - Creates a listening socket that 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