Server-side Programming
CSE 333 Summer 2018

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Administrivia

- New exercise released today, due Wednesday morning
  - Server-side programming

- hw4 out now – how’s it look?
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
Step 1: Figure out IP address(es) & Port

- **Step 1:** `getaddrinfo()` invocation may or may not be needed (but we’ll use it)
  - Do you know your IP address(es) already?
    - Static vs. dynamic IP address allocation
    - Even if the machine has a static IP address, don’t wire it into the code—either look it up dynamically or use a configuration file
  - Can request listen on all local IP addresses by passing `NULL` as hostname and setting `AI_PASSIVE` in `hints.ai_flags`
    - Effect is to use address 0.0.0.0 (IPv4) or :: (IPv6)
Step 2: Create a Socket

- **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 associated with socket yet
Step 3: Bind the socket

- \texttt{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}: \texttt{AF_INET} or \texttt{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 \textit{particular} IP address or \textit{any} IP address
    - “Wildcard address” – \texttt{INADDR_ANY} (IPv4), \texttt{in6addr_any} (IPv6)
Step 4: Listen for Incoming Clients

- \texttt{int listen(int sockfd, int backlog);}
  - Tells the OS that the socket is a listening socket that clients can connect to
  - \texttt{backlog}: maximum length of connection queue
    - Gets truncated, if necessary, to defined constant \texttt{SOMAXCONN}
    - The OS will refuse new connections once queue is full until server \texttt{accept()}s them (removing them from the queue)
  - Returns \texttt{0} on success, \texttt{-1} on error

- Clients can start connecting to the socket as soon as \texttt{listen()} returns
  - Server can’t use a connection until you \texttt{accept()} it
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

- 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

```c
int accept(int sockfd, struct sockaddr* addr, socklen_t* addrlen);
```
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` and also sends it back to the client
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 😞
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