

Server-side Programming

CSE 333 Spring 2020

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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 client 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
 - OS uses client IP address and port numbers to direct I/O to the correct server file descriptor

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

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

- Looks nearly identical to **connect** () !
- Returns `0` on success, `-1` on error

❖ Some specifics for `addr`:

- **Address family:** `AF_INET` or `AF_INET6`
 - What type of IP connections can we accept?
 - POSIX systems can handle IPv4 clients via IPv6 😊
- **Port:** port in network byte order (**htons** () is handy)
- **Address:** specify *particular* IP address or *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 until server `accept()` s them (removing them from the queue)
- 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

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` 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 😞

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