

# CSE 333 Section 9 - Client-Side Networking

Welcome back to section! We're glad that you're here :)

```
struct sockaddr { // size: really small
    sa_family_t sa_family; // Address family (AF_* constants)
    . . .
}
struct sockaddr_in { // size: small
    sa_family_t sin_family; // Address family: AF_INET
    in_port_t sin_port; // Port in network byte order
    struct in_addr sin_addr; // IPv4 address
    . . .
}
struct sockaddr_in6 { // size: quite large
    sa_family_t sin6_family; // Address family: AF_INET6
    in_port_t sin6_port; // Port number
    struct in6_addr sin6_addr; // IPv6 address
    . . .
}
struct sockaddr_storage { // size: really large
    sa_family_t ss_family; // Address family (AF_* constants)
    . . .
}
```

## Step-by-step Client-Side Networking

**Step 1.** Figure out what IP address and port to talk to. (`getaddrinfo()`)

```
// returns 0 on success, negative number on failure
int getaddrinfo(const char *hostname, // hostname to lookup
               const char *servname, // service name
               const struct addrinfo *hints, // desired output (optional)
               struct addrinfo **res); // results structure

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 have linked list of records
}
```

**Step 2.** Create a socket. (`socket()`)

```
// returns file descriptor on success, -1 on failure (errno set)
int socket(int domain, // AF_INET, AF_INET6, etc.
          int type, // SOCK_STREAM, SOCK_DGRAM, etc.
          int protocol); // usually 0
```

**Step 3.** Connect to the server. (`connect()`)

```
// returns 0 on success, -1 on failure (errno set)
```

```
int connect(int sockfd,           // fd from step 2
            struct sockaddr *serv_addr, // socket addr from step 1
            socklen_t addrlen);      // size of serv_addr
```

**Step 4. Transfer data through the socket. (read() and write())**

```
// returns amount read, 0 for EOF, -1 on failure (errno set)
ssize_t read(int fd, void *buf, size_t count);

// returns amount written, -1 on failure (errno set)
ssize_t write(int fd, void *buf, size_t count);
```

*These are the same POSIX calls used for files, so remember to deal with partial reads/writes!*

**Step 5. Close the socket when done. (close())**

```
// returns 0 for success, -1 on failure (errno set)
int close(int fd);
```

Exercise 1

Fitting the Pieces Together. The following diagram depicts the basic skeleton of a C/C++ program for client-side networking, with arrows representing the flow of data between them. Fill in the names of the functions being called, and the arguments being passed. Then, for each arrow in the diagram, fill in the type and/or data that it represents.

