CSE 333  Section 8 - Client-Side Networking
Welcome back to section! We’re glad that you’re here :)  

Exercise 2  
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.

1. `getaddrinfo(hostname, servname, hints, &res)`
   - Dotted boxes should be filled in with the data type.
   - `struct addrinfo`  
   - `extract fields from result (IPv4 vs IPv6)`
2. `socket(domain, type, protocol)`  
   - `int (sa_family)`  
   - `int (sockfd)`  
3. `connect(sockfd, serv_addr, addrlen)`  
4. `read(sockfd, buf, count)`  
   - `write(sockfd, buf, count)`  
5. `close(sockfd)`