CS341#26 Client Review. TCP Server

Fun with `python3 -m http.server` (`SimpleHTTPServer`), `telnet towel.blinkenlights.nl` and `netcat`

1. TCP Client (Review) + IPv6

bind()

1.1 What are the steps to setting up a client TCP socket?

i. get addr info ii. socket iii connect

1.2 How many `addrinfo` structs does getaddrinfo return? Why?

can be 0, 1, 1*

1.3 How do I get a string error with `getaddrinfo` returns?

gai_error(result)

1.4 What is `AF_INET6`?

1.5 What is 0:0:0:0:0:0:0:1? localhost in IP6

::1

1.6 Using `getaddrinfo` how do I ask for stream-based https IP4?

```
struct addrinfo {
 int              ai_flags
 int              ai_family
 int              ai_socktype
 int              ai_protocol
 socklen_t        ai_addrlen
 struct sockaddr *ai_addr
 char            *ai_canonname
 struct addrinfo *ai_next
}
```

linked list

```
int startclient() {
  struct addrinfo hints, *result;

  memset hints to zero

  hints.ai_family   = AF_INET
  hints.ai_socktype = sock.stream

  int result = getaddrinfo("127.0.0.1", "80", &hint, &result) ?
}
```

port

1.7 For each `addrinfo` what do you call next? socket, connect

1.8 Can you `bind()` a client socket? Why would you want to?

2. TCP SERVER

WHAT?

2.1 What is a passive socket? How do you specify it?

2.2 Why would I create one? free port assigned by kernal

host to network (short) (80) (long)

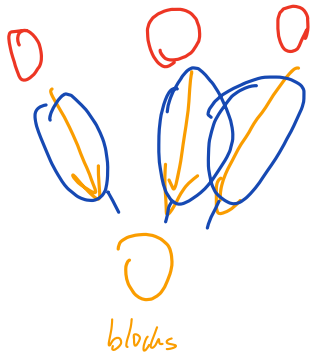
htons

2.3 If you don't `bind` what do you get?

2.4 What is `htons`? `ntohs`? Why/when do we need them?

```
struct sockaddr_in stSockAddr;
int SocketFD = socket(PF_INET, SOCK_STREAM, IPPROTO_TCP);

memset(&stSockAddr, 0, sizeof(stSockAddr));
stSockAddr.sin_family = AF_INET;
stSockAddr.sin_port = htons(1100); may fail if "swap" required.
stSockAddr.sin_addr.s_addr = htonl(INADDR_ANY);
```



blocks

2.5 **Important!** What are the "*four calls*"? What is their order? And what is their purpose?

i socket ii bind() iii listen(100) iv accept

optional!

backlog

new fd for writing

```
#include <sys/types.h>
#include <sys/socket.h>
#include <netdb.h>
#include <unistd.h>
#include <arpa/inet.h>
//plus  string.h, stdlib.h stdio.h

int main(int argc, char** argv) { // TCP Server
        int s;
        int sock_fd = socket(AF_INET, SOCK_STREAM, 0);

        struct addrinfo hints, *result;
        memset(&hints, 0, sizeof(struct addrinfo));
        hints.ai_family = AF_INET;
        hints.ai_socktype = SOCK_STREAM;
        hints.ai_flags = AI_PASSIVE;

        s = getaddrinfo(NULL, "1234", &hints, &result);
        if (s != 0) {
              fprintf(stderr, "getaddrinfo: %s\n", gai_strerror(s));
        exit(1);
        }

        if ( bind(sock_fd, result->ai_addr, result->ai_addrlen) != 0 ) {
                perror("bind()"); exit(1);
        }
        if ( listen(sock_fd, 10) != 0 ) {
                perror("listen()"); exit(1);
        }

        struct sockaddr_in * result_addr = (struct sockaddr_in*) result->ai_addr;
        printf("Listening on file descriptor %d, port %d\n", sock_fd,   ntohs(result_addr->sin_port));


        printf("Waiting for connection...\n");
        int client_fd = accept(sock_fd, NULL, NULL);
        printf("Connection made: client_fd=%d\n", client_fd);

        char buffer[1000];
        int len = read(client_fd, buffer, 999);
        printf("Read %d chars\n", len);
        if( len >0) {
                buffer[len] = '\0';
                printf("%s\n", buffer);
        }
        return 0;
}
```

in socket_fd, we have all the "requests"

after recieving these requests, we create client_fd for reading actual data

backlog

we can check more info about this request using these two parameter

close(client_fd)

Limitations: No SIGPIPE support. Single threaded. No port reuse.
If there's time...
What is a 'honey pot? What is `epoll`? What is `select`?