**Laboratory work no. 5**

In this laboratory I’ve used the following socket functions:

* BeginConnect()
* EndConnect()
* BeginSend()
* EndSend()
* BeginReceive()
* EndReceive()

The application connects to a hostname (in our case “cs.ubbcluj.ro”) and then awaits for the connection callback. After that it sends a simple “Get” request to the page and await for the response. The response is then parsed and printed on the console.

I have used ManualResetEvent to signal the status of an event. For the Connection callback I’m directly using .WaitOne(). For the Send and Receive callbacks I’m using await, in order to cover the requirements of the task.

Example of execution:

Socket connected to 193.0.225.34:80

Sent 39 bytes to server.

Response received : HTTP/1.1 301 Moved Permanently

Date: Mon, 19 Nov 2018 13:26:21 GMT

Server: Apache

Location: http://www.cs.ubbcluj.ro/

Content-Type: text/html;charset=iso-8859-1

Content-Length: 233

<!DOCTYPE HTML PUBLIC "-//IETF//DTD HTML 2.0//EN">

<html><head>

<title>301 Moved Permanently</title>

</head><body>

<h1>Moved Permanently</h1>

<p>The document has moved <a href="http://www.cs.ubbcluj.ro/">here</a>.</p>

</body></html>