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立足航天，服务国防，面向国民经济主战场



计算机网络之网尽其用

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本讲主题

Socket编程-客户端软件设计



解析服务器IP地址

- ❖ 客户端可能使用域名（如:study.163.com）或IP地址（如：123.58.180.121）标识服务器
- ❖ IP协议需要使用32位二进制IP地址
- ❖ 需要将域名或IP地址转换为32位IP地址
 - 函数`inet_addr()` 实现点分十进制IP地址到32位IP地址转换
 - 函数`gethostbyname()` 实现域名到32位IP地址转换
 - 返回一个指向结构`hostent`的指针

```
struct hostent {  
    char FAR*          h_name;          /*official host name      */  
    char FAR* FAR*     h_aliases;       /*other aliases           */  
    short              h_addrtype;      /*address type            */  
    short              h_lengty;        /*address length */  
    char FAR* FAR*     h_addr_list;     /*list of address */  
};  
#define h_addr h_addr_list[0]
```

解析服务器（熟知）端口号

- ❖ 客户端还可能使用服务名（如HTTP）标识服务器端口
- ❖ 需要将服务名转换为熟知端口号
 - 函数 *getservbyname()*
 - 返回一个指向结构 *servent* 的指针

```
struct servent {  
    char FAR*      s_name;      /*official service name */  
    char FAR* FAR* s_aliases;   /*other aliases         */  
    short          s_port;      /*port for this service */  
    char FAR*      s_proto;     /*protocol to use       */  
};
```



解析协议号

- ❖ 客户端可能使用协议名（如:TCP）指定协议
- ❖ 需要将协议名转换为协议号（如：6）
 - 函数 *getprotobyname()* 实现协议名到协议号的转换
 - 返回一个指向结构 *protoent* 的指针

```
struct protoent {  
    char FAR*      p_name;      /*official protocol name*/  
    char FAR* FAR* p_aliases;   /*list of aliases allowed*/  
    short          p_proto;     /*official protocol number*/  
};
```



TCP客户端软件流程

1. 确定服务器**IP地址**与**端口号**
2. 创建套接字
3. 分配本地端点地址 (**IP地址+端口号**)
4. 连接服务器 (套接字)
5. 遵循应用层协议进行通信
6. 关闭/释放连接



UDP客户端软件流程

1. 确定服务器**IP地址**与**端口号**
2. 创建套接字
3. 分配本地端点地址 (**IP地址+端口号**)
4. 指定服务器端点地址，构造**UDP**数据报
5. 遵循应用层协议进行通信
6. 关闭/释放套接字



客户端软件的实现- *connectsock()*

❖ 设计一个 *connectsock* 过程封装底层代码

```
/* consock.cpp - connectsock */
#include <stdlib.h>
#include <stdio.h>
#include <string.h>
#include <winsock.h>

#ifndef INADDR_NONE
#define INADDR_NONE 0xffffffff
#endif /* INADDR_NONE */

void    errexit(const char *, ...);
/*-----
 * connectsock - allocate & connect a socket using TCP or UDP
 *-----
 */
```



客户端软件的实现- *connectsock()*

```
SOCKET connectsock(const char *host, const char *service, const char
                    *transport )
{
    struct hostent *phe; /* pointer to host information entry */
    struct servent *pse; /* pointer to service information entry */
    struct protoent *ppe; /* pointer to protocol information entry */
    struct sockaddr_in sin; /* an Internet endpoint address */
    int s, type; /* socket descriptor and socket type */

    memset(&sin, 0, sizeof(sin));
    sin.sin_family = AF_INET;
```



客户端软件的实现- *connectsock()*

```
/* Map service name to port number */
if ( pse = getservbyname(service, transport) )
    sin.sin_port = pse->s_port;
else if ( (sin.sin_port = htons((u_short)atoi(service))) == 0 )
    errexit("can't get \"%s\" service entry\n", service);

/* Map host name to IP address, allowing for dotted decimal */
if ( phe = gethostbyname(host) )
    memcpy(&sin.sin_addr, phe->h_addr, phe->h_length);
else if ( (sin.sin_addr.s_addr = inet_addr(host)) == INADDR_NONE)
    errexit("can't get \"%s\" host entry\n", host);

/* Map protocol name to protocol number */
if ( (ppe = getprotobyname(transport)) == 0)
    errexit("can't get \"%s\" protocol entry\n", transport);
```



客户端软件的实现- *connectsock()*

```
/* Use protocol to choose a socket type */
if (strcmp(transport, "udp") == 0)
    type = SOCK_DGRAM;
else
    type = SOCK_STREAM;
/* Allocate a socket */
s = socket(PF_INET, type, ppe->p_proto);
if (s == INVALID_SOCKET)
    errexit("can't create socket: %d\n", GetLastError());
/* Connect the socket */
if (connect(s, (struct sockaddr *)&sin, sizeof(sin)) == SOCKET_ERROR)
    errexit("can't connect to %s.%s: %d\n", host, service,
        GetLastError());

return s;
}
```



客户端软件的实现-UDP客户端

❖ 设计 *connectUDP* 过程用于创建连接模式客户端UDP套接字

```
/* conUDP.cpp - connectUDP */
#include <winsock.h>
SOCKET connectsock(const char *, const char *, const char *);
/*-----
 * connectUDP - connect to a specified UDP service
 * on a specified host
 *-----
 */
SOCKET connectUDP(const char *host, const char *service )
{
    return connectsock(host, service, "udp");
}
```



客户端软件的实现-TCP客户端

❖ 设计 *connectTCP* 过程，用于创建客户端TCP套接字

```
/* conTCP.cpp - connectTCP */
#include <winsock.h>
SOCKET connectsock(const char *, const char *, const char *);
/*-----
 * connectTCP - connect to a specified TCP service
 * on a specified host
 *-----
 */
SOCKET connectTCP(const char *host, const char *service )
{
    return connectsock( host, service, "tcp");
}
```



客户端软件的实现-异常处理

```
/* errexit.cpp - errexit */
#include <stdarg.h>
#include <stdio.h>
#include <stdlib.h>
#include <winsock.h>
/*-----
 * errexit - print an error message and exit
 *-----
 */
/*VARARGS1*/
void errexit(const char *format, ...)
{   va_list args;
    va_start(args, format);
    fprintf(stderr, format, args);
    va_end(args);
    WSACleanup();
    exit(1);}

```



例1：访问DAYTIME服务的客户端（TCP）

❖ DAYTIME服务

- 获取日期和时间
- 双协议服务（TCP、UDP），端口号13
- TCP版利用TCP连接请求触发服务
- UDP版需要客户端发送一个请求



例1：访问DAYTIME服务的客户端（TCP）

```
/* TCPdtc.cpp - main, TCPdaytime */
#include <stdlib.h>
#include <stdio.h>
#include <winsock.h>

void      TCPdaytime(const char *, const char *);
void      errexit(const char *, ...);
SOCKET connectTCP(const char *, const char *);

#define LINELEN 128
#define WSVERS MAKEWORD(2, 0)
/* -----
 * main - TCP client for DAYTIME service
 * -----
 */
```



例1：访问DAYTIME服务的客户端（TCP）

```
int main(int argc, char *argv[])
{
    char *host = "localhost";    /* host to use if none supplied */
    char *service = "daytime";  /* default service port */
    WSADATA wsadata;
    switch (argc) {
        case 1:
            host = "localhost";
            break;
        case 3:
            service = argv[2];
            /* FALL THROUGH */
        case 2:
            host = argv[1];
            break;
    }
```



例1：访问DAYTIME服务的客户端（TCP）

default:

```
    fprintf(stderr, "usage: TCPdaytime [host [port]]\n");  
    exit(1);
```

```
}
```

```
if (WSAStartup(WSVERS, &wsadata) != 0)
```

```
    errexit("WSAStartup failed\n");
```

```
    TCPdaytime(host, service);
```

```
    WSACleanup();
```

```
    return 0;    /* exit */
```

```
}
```

```
/*-----
```

```
* TCPdaytime - invoke Daytime on specified host and print results
```

```
*-----
```

```
*/
```



例1：访问DAYTIME服务的客户端（TCP）

```
void TCPdaytime(const char *host, const char *service)
{
    char buf[LINELEN+1];          /* buffer for one line of text */
    SOCKET s;                     /* socket descriptor */
    int cc;                       /* recv character count */
    s = connectTCP(host, service);

    cc = recv(s, buf, LINELEN, 0);
    while( cc != SOCKET_ERROR && cc > 0)
    {
        buf[cc] = '\0';           /* ensure null-termination */
        (void) fputs(buf, stdout);
        cc = recv(s, buf, LINELEN, 0);
    }
    closesocket(s);
}
```



例2：访问DAYTIME服务的客户端（UDP）

```
/* UDPdtc.cpp - main, UDPdaytime */
#include <stdlib.h>
#include <stdio.h>
#include <winsock.h>

void      UDPdaytime(const char *, const char *);
void      errexit(const char *, ...);
SOCKET connectUDP(const char *, const char *);

#define LINELEN 128
#define WSVERS MAKEWORD(2, 0)
#define MSG "what daytime is it?\n"

/* -----
 * main - UDP client for DAYTIME service
 * -----
 */
```



例2：访问DAYTIME服务的客户端（UDP）

```
int main(int argc, char *argv[])
{
    char *host = "localhost";    /* host to use if none supplied */
    char *service = "daytime";   /* default service port */
    WSADATA wsadata;
    switch (argc) {
        case 1:
            host = "localhost";
            break;
        case 3:
            service = argv[2];
            /* FALL THROUGH */
        case 2:
            host = argv[1];
            break;
    }
}
```



例2：访问DAYTIME服务的客户端（UDP）

default:

```
    fprintf(stderr, "usage: UDPdaytime [host [port]]\n");  
    exit(1);
```

```
}
```

```
if (WSAStartup(WSVERS, &wsadata) != 0)
```

```
    errexit("WSAStartup failed\n");
```

```
    UDPdaytime(host, service);
```

```
    WSACleanup();
```

```
    return 0;    /* exit */
```

```
}
```

```
/*-----
```

```
* UDPdaytime - invoke Daytime on specified host and print results
```

```
*-----
```

```
*/
```



例2：访问DAYTIME服务的客户端（UDP）

```
void UDPdaytime(const char *host, const char *service)
{
    char buf[LINELEN+1]; /* buffer for one line of text */
    SOCKET s;             /* socket descriptor */
    int n;                 /* recv character count */

    s = connectUDP(host, service);
    (void) send(s, MSG, strlen(MSG), 0);

    /* Read the daytime */
    n = recv(s, buf, LINELEN, 0);
    if (n == SOCKET_ERROR)
        errexit("recv failed: recv() error %d\n", GetLastError());
    else
    {
        buf[cc] = '\0'; /* ensure null-termination */
        (void) fputs(buf, stdout);
    }
    closesocket(s);
    return 0;           /* exit */
}
```





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谢谢!