Gmail by Google   **Kevin Brightwell <kevin.brightwell2@gmail.com>**

Hosting a simple server for CS9864 - Dr. Madhavji

Kevin Brightwell <kbright2@uwo.ca>   Mon, Mar 14, 2016 at 12:01 PM
To: Jeff Shantz <jeff@csd.uwo.ca>
Cc: nazim madhavji <Madhavji@gmail.com>, cs-sysgrp@uwo.ca

> Pardon my ignorance, I think we're on the same page and I misunderstand the jargon.
>
> Open in the respect that clients can listen on it, unidirectional communication.

> On Mon, Mar 14, 2016 at 11:59 AM, Jeff Shantz <jeff@csd.uwo.ca> wrote:
>> Why does it need to be open? My understanding was that the server was sending messages to the client via the UDP socket, and that the client would not be replying (i.e. no ACKs).
>>
>> --
>> Jeff Shantz
>> System Administrator
>>
>> Western University
>> Department of Computer Science
>> Middlesex College 346
>> London, Ontario, Canada
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>> p: 519-661-3553
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>> --
>>
>>> On Mar 14, 2016, at 11:58 AM, Kevin Brightwell <kbright2@uwo.ca> wrote:
>>>
>>> Do you have a suggestion for a port for the UDP side of things? That would need to be open as well. Since anything over 1024 is "fair game," is 4242 okay? I just picked a port out of the air.
>>>
>>> Thanks for your help, Jeff.
>>>
>>> Kevin
>>>
>>> On Mon, Mar 14, 2016 at 11:50 AM, Jeff Shantz <jeff@csd.uwo.ca> wrote:
>>>> Ok, we will provision a server at some point this week — I can't say exactly when, but it will be sometime this week — and request that ITS open TCP port 80.
>>>>
>>>> --
>>>> Jeff Shantz
>>>> System Administrator

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On Mar 14, 2016, at 11:10 AM, Kevin Brightwell <kbright2@uwo.ca> wrote:

Hi Jeff,

> We need to be precise about what ports and transport layer protocols you want to
> use so that we can get the appropriate port(s) opened. So, a student is going to
> make an initial request on TCP port 80?

Yes, simple HTTP request (POST/GET). Port 80 with TCP.

> …and then the server is going to send data via UDP from a different socket? No
> replies needed here from the client? No application-level reliability being
> implemented (e.g. ACKs at the application layer)?

In theory, we would only need a single port to connect to as UDP supports multicast. I apologize,
still fleshing this out in my mind a bit. No ACK or reliability -- fire-and-forget.

Kevin

On Mon, Mar 14, 2016 at 10:56 AM, Jeff Shantz <jeff@csd.uwo.ca> wrote:

>> On Mar 14, 2016, at 10:46 AM, Kevin Brightwell <kbright2@uwo.ca> wrote:
>>
>> The requests would be HTTP requests (port irrelevant, 80 is always nice though). Sockets
>> would live in what ever is an acceptable range.
>
> We need to be precise about what ports and transport layer protocols you want to use so that we
> can get the appropriate port(s) opened. So, a student is going to make an initial request on TCP
> port 80?
>
>> The data being stored and sent is not sensitive in anyway. The sockets are one way, server to
>> client.
>
> …and then the server is going to send data via UDP from a different socket? No replies needed
> here from the client? No application-level reliability being implemented (e.g. ACKs at the
> application layer)?
>
> ---
> Jeff Shantz

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