Additional Charts on Sockets

EE450: Computer Networks
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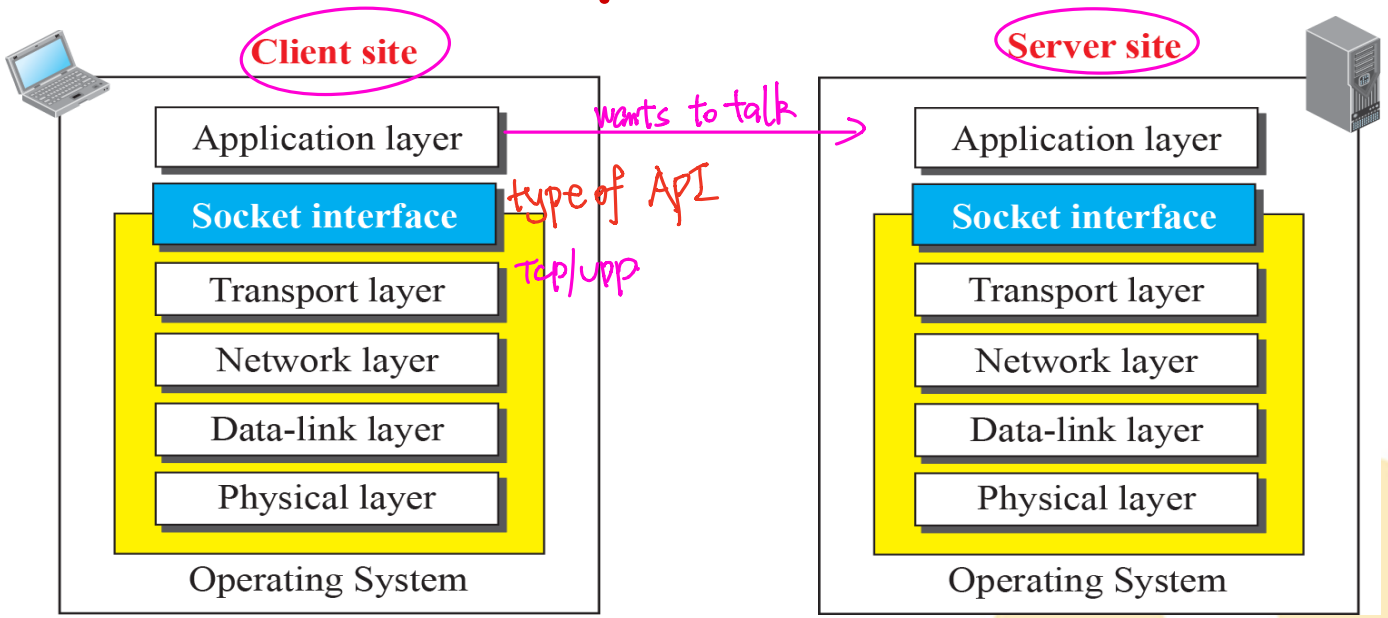
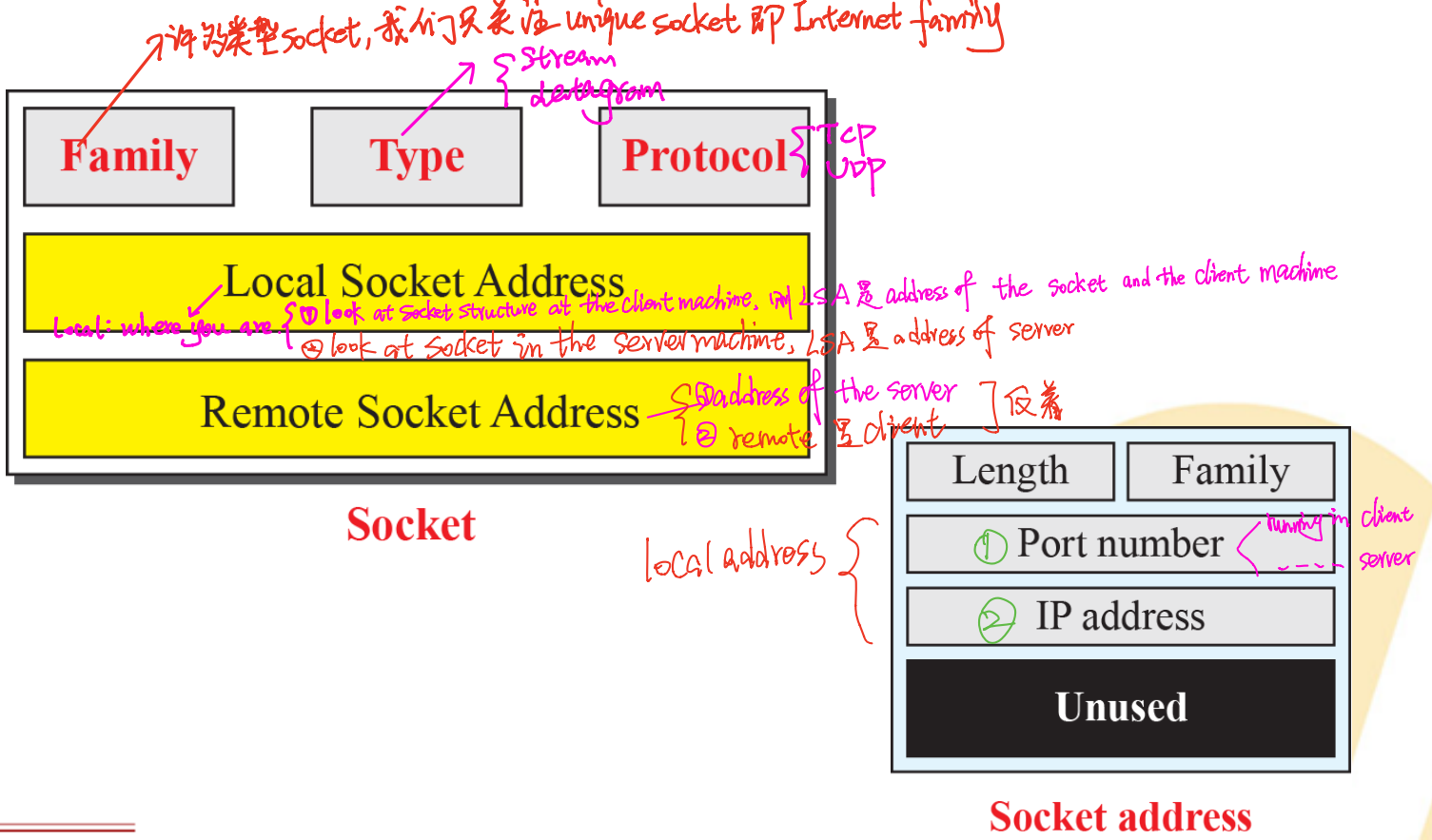
Concept of Sockets

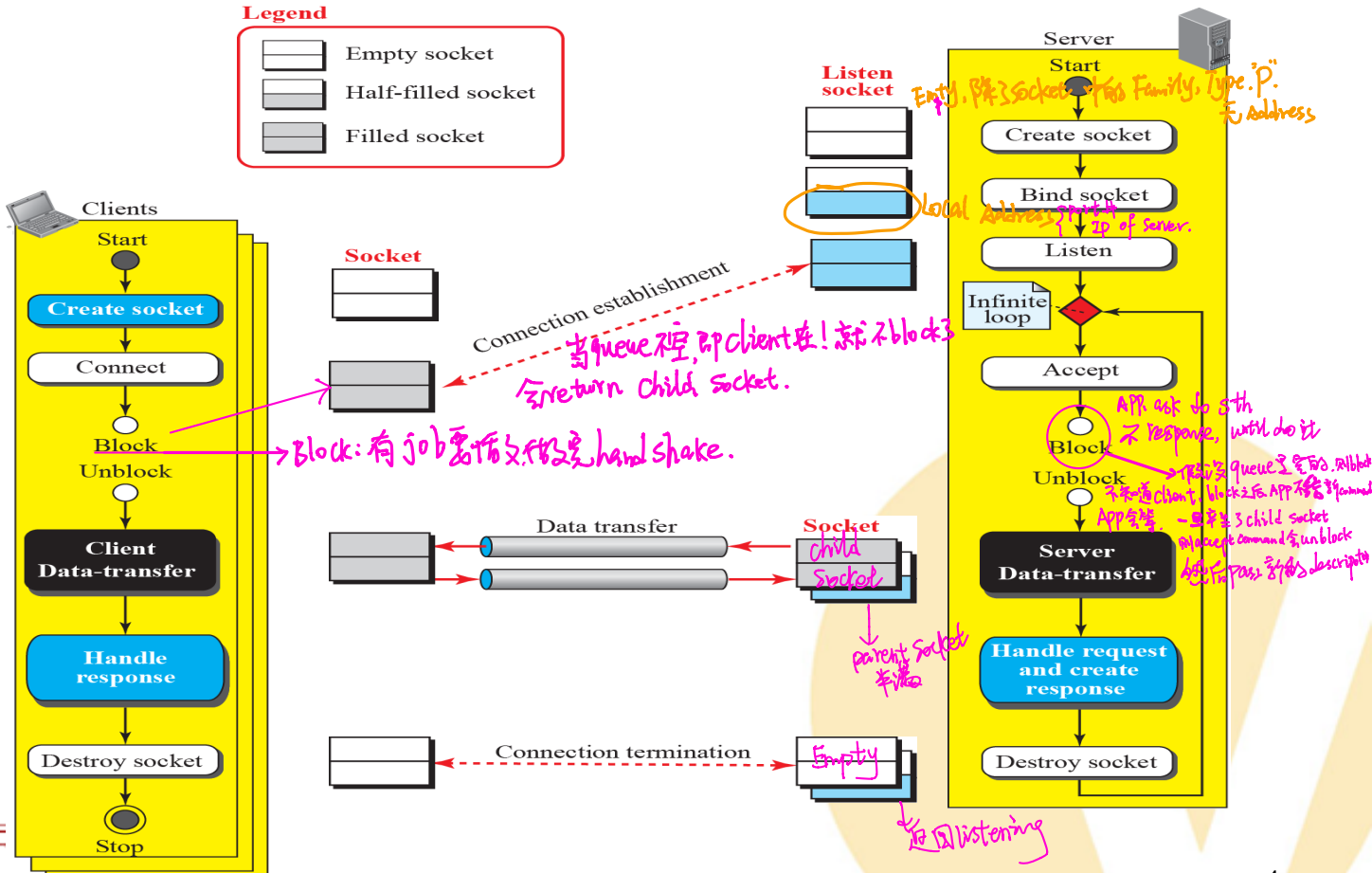


Process to Process Communications through Sockets

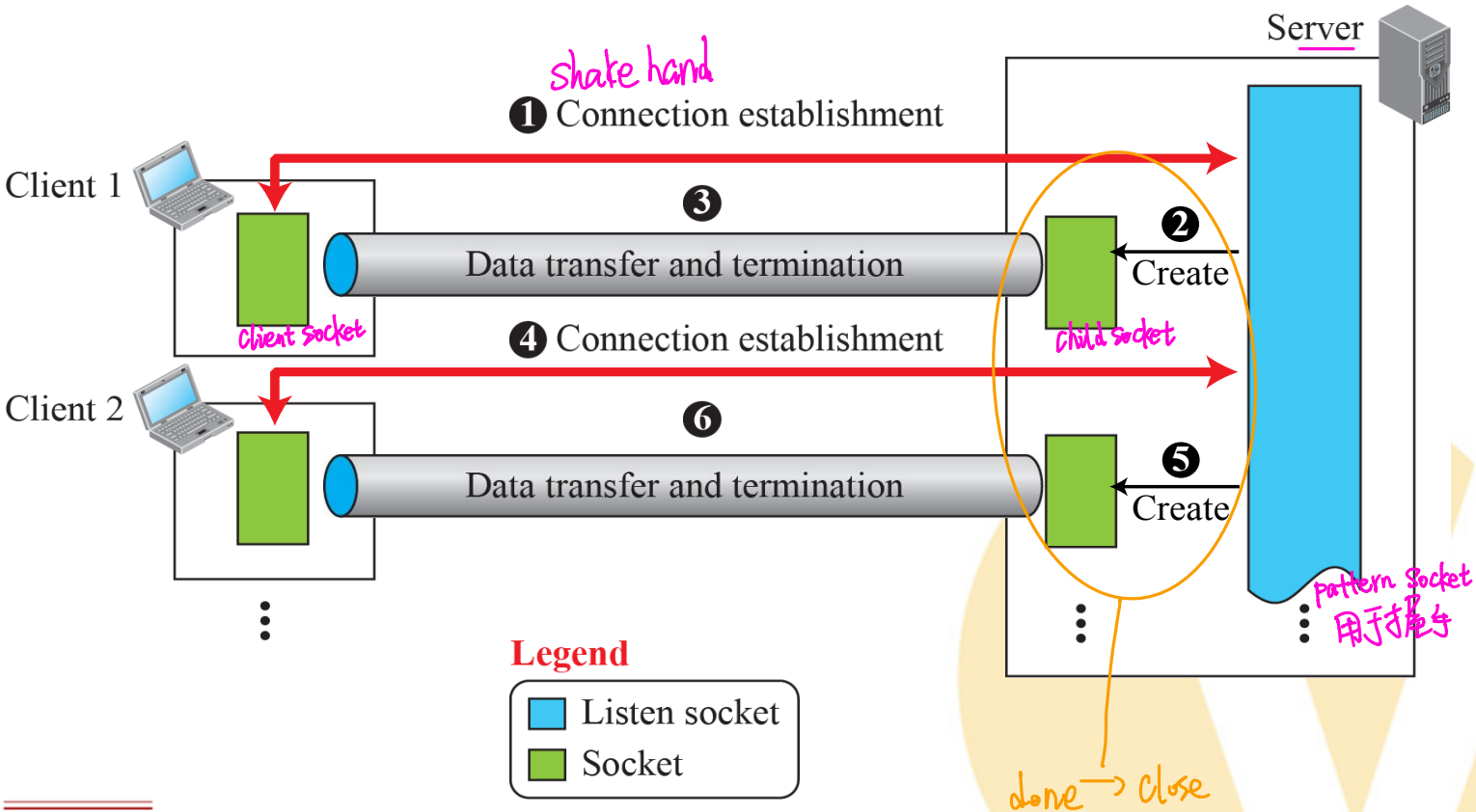
Socket Structure and Address



TCP Sockets (Stream Sockets)

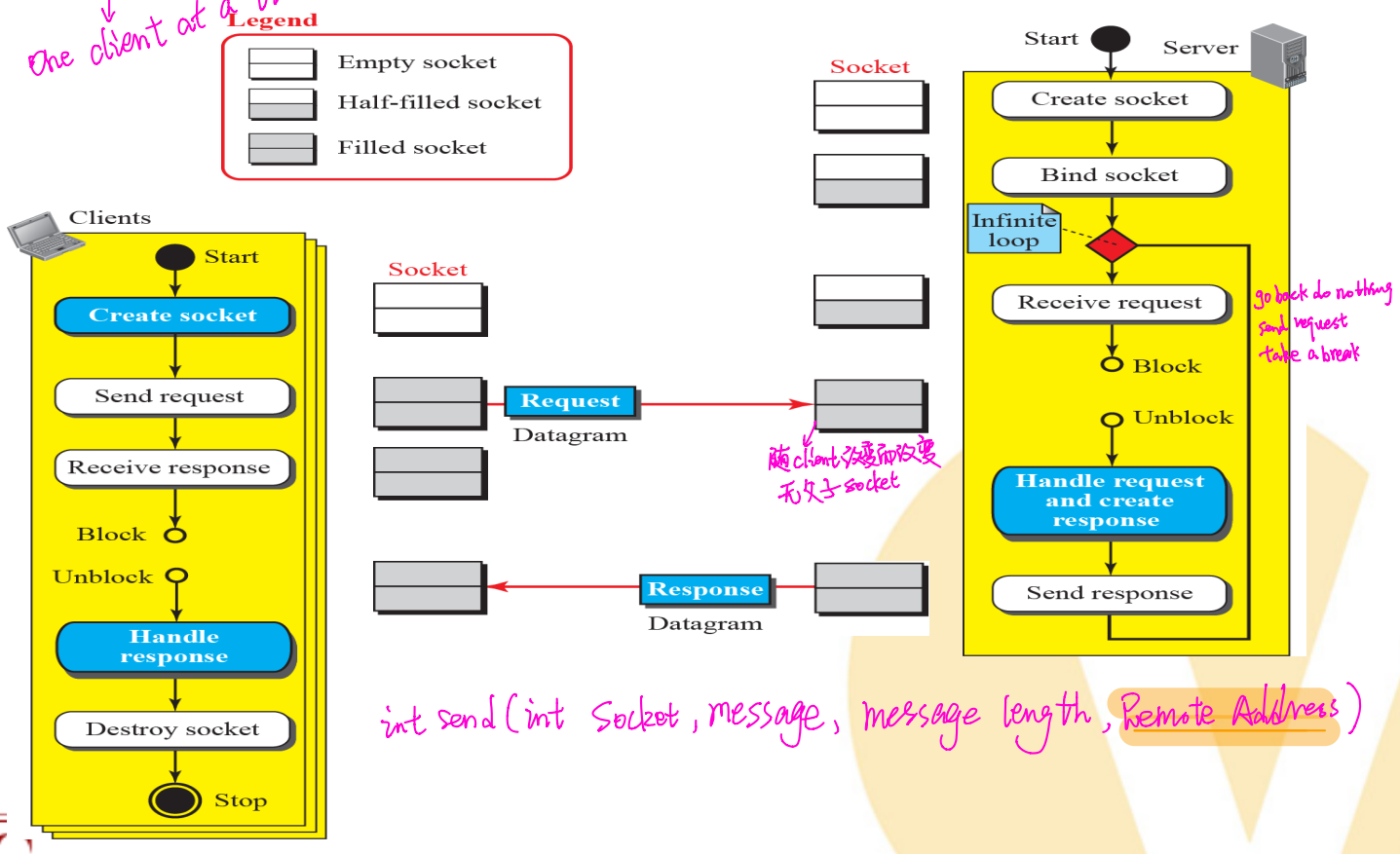


TCP Sockets (Concurrent)



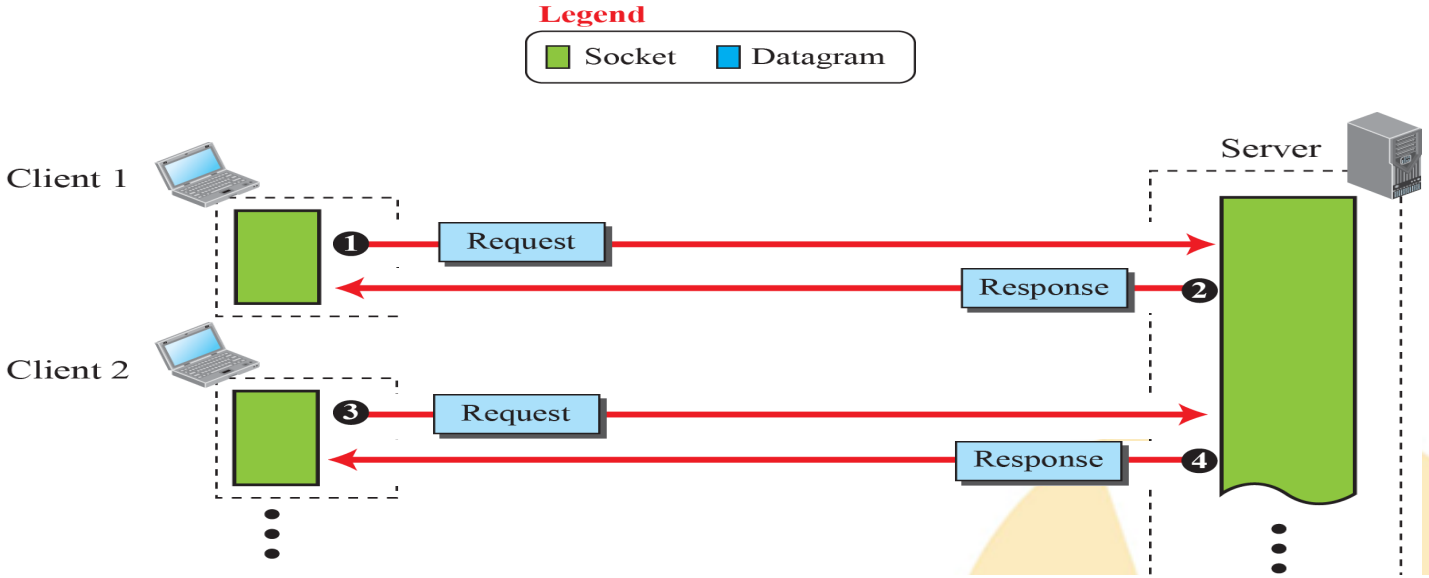
UDP (Iterative) Datagram Sockets

one client at a time



int send(int Socket, message, message length, Remote Address)

UDP Datagram Sockets (Iterative)



An iterative server can process one client request at a time; it receives a request, processes it, and sends the response to the requestor before handling another request. When the server is handling the request from a client, the requests from other clients, and even other requests from the same client, need to be queued at the server site and wait for the server to be freed.