

Rugged Board Socket

<https://community.ruggedboard.com>

Socket

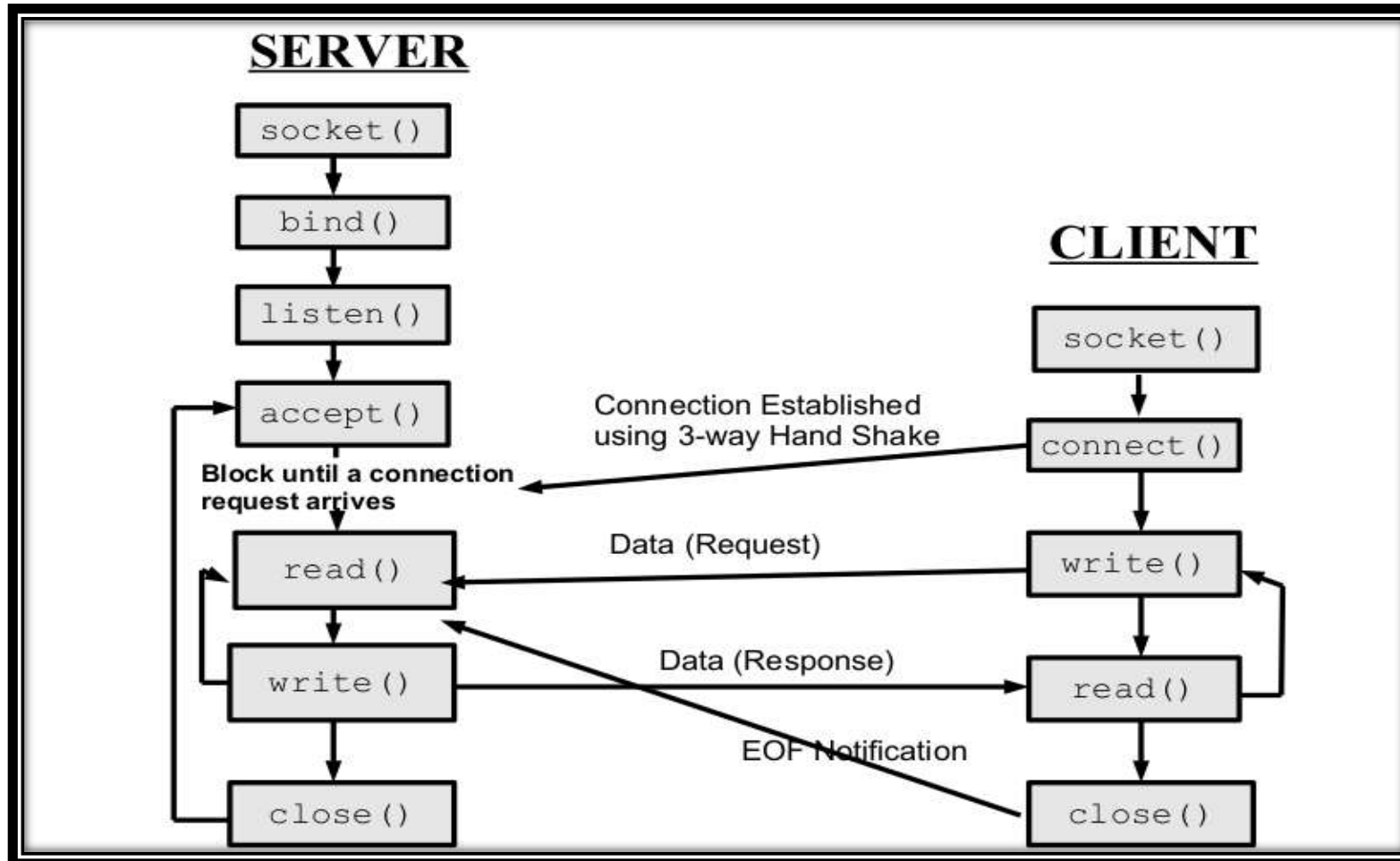
A socket is a communication end point to which an application can write data (to be sent to the underlying network) and from which an application can read data.

The process/application can be related or unrelated and may be executing on the same or different machines

Client Server Paradigm



System Call Graph: TCP Sockets



Pseudocode: TCP Sockets

Server

```
socket()
bind()
listen()
while(1) {
    accept()
    while(client writes) {
        Read a request
        Perform requested action
        Send a reply
    }
    close client socket
}
```

Client

```
socket()
connect()
while(x) {
    write()
    read()
}
close()
```

C programs for TCP socket - Client , Server

- 1)Loop Back (in Rugged Board)
- 2)Host PC and Rugged Board

Open Discussions



Developer
Wiki





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