

Advanced C Programming  
Module – 4 : Socket Programming

Qn 1) Explain the connection procedure followed by the client server communication

There are two types of connection between a client and a server.

1. TCP
2. UDP

In TCP connection, there is a dedicated link between the client and server for the transfer of packets. But in UDP connection, there is no dedicated link between them. The packets can flow through any link.

Step 1: the client initiates the request to the server

Step 2: Server receives the request

Step 3: Server decides whether to accept or reject the request.

Step 4: If server accepts the request, server generates the response.

Step 5: It then, sends the response to the client.

Step 6: Client then receives the response and then process the data.

Qn 2) What is the use of bind() function in socket programming

The bind() function is used to attach the IP address and Port number to the socket that was created earlier.

Qn 3) What is a Datagram Socket?

A datagram is a unit of transmission specifically used for UDP connection cases. These are discrete packets which contain the data as well as the IP and port details of the destination.

Similarly, a datagram socket is a communication endpoint that allows machine to send and receive datagrams.