

Socket

Date : 13/9/2023 9:30
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TCP Socket



Consequence

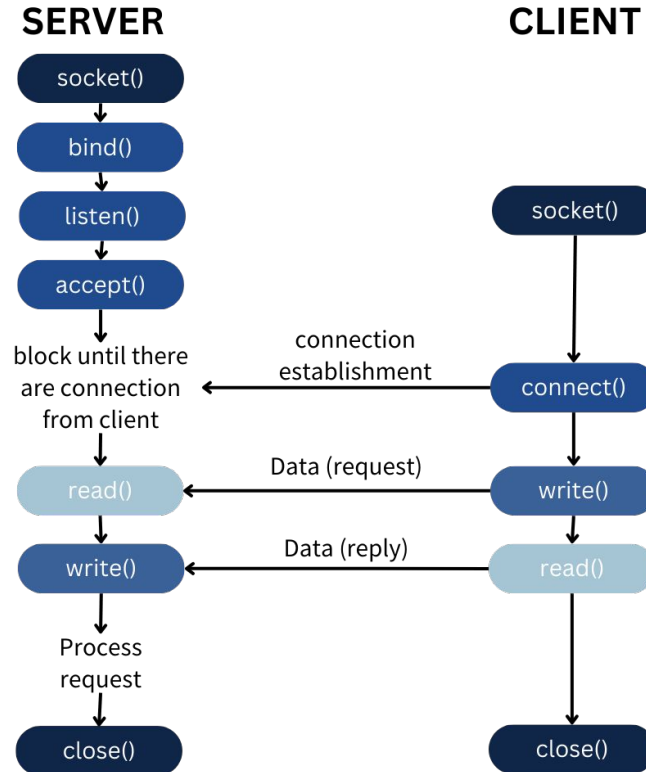
TCP Socket [Server]

```
Terminal - wtsaichu@wtsaichu: ~/Documents/workspace/Labor/112_Sep_Socket/TCP
File Edit View Terminal Tabs Help
wtsaichu@wtsaichu:~/Documents/workspace/Labor/112_Sep_Socket/TCP
$ gcc server.c -o server.out
wtsaichu@wtsaichu:~/Documents/workspace/Labor/112_Sep_Socket/TCP
$ ./server.out
Server listening on port 8080...
Client connected
wtsaichu@wtsaichu:~/Documents/workspace/Labor/112_Sep_Socket/TCP
$
```

TCP Socket [Client]

```
Terminal - wtsaichu@wtsaichu: ~/Documents/workspace/Labor/112_Sep_Socket/TCP
File Edit View Terminal Tabs Help
wtsaichu@wtsaichu:~/Documents/workspace/Labor/112_Sep_Socket/TCP
$ gcc client.c -o client.out
wtsaichu@wtsaichu:~/Documents/workspace/Labor/112_Sep_Socket/TCP
$ ./client.out
Connected to server
wtsaichu@wtsaichu:~/Documents/workspace/Labor/112_Sep_Socket/TCP
$
```

Frame



</> Key code : Server

socket

```
server_socket = socket(AF_INET, SOCK_STREAM, 0);
```

domain : AF_INET, IPv4

type : **SOCK_DGRAM**

protocol : 0, for ALL

bind

```
bind(server_socket, (struct sockaddr*)&server_addr, sizeof(server_addr))
```

my_addr : 綁定的 IP 和 port

accept

```
accept(server_socket, (struct sockaddr*)&client_addr, &client_addr_len)
```

backlogaddr : client 的 IP 和 port

addrten : size of backlogaddr

</> Key code : Client

socket

```
client_socket = socket(AF_INET, SOCK_STREAM, 0);
```

domain : AF_INET, IPv4

type : **SOCK_STREAM**

protocol : 0, for ALL

connect

```
connect(client_socket, (struct sockaddr*)&server_addr, sizeof(server_addr))
```

serv_addr : server IP 和 port

addrlen : size of serv_addr

UDP Socket



Consequence

UDP Socket [Server]

```
Terminal - wtsaichu@wtsaichu: ~/Documents/workspace/Labor/112_Sep_Socket/UDP
File Edit View Terminal Tabs Help
wtsaichu@wtsaichu:~/Documents/workspace/Labor/112_Sep_Socket/UDP
$ ./server.out
client: Test
server : I have recieved 512 bytes data !

client: Test
server : I have recieved 512 bytes data !

client: Test
server : I have recieved 512 bytes data !

client: Test
server : I have recieved 512 bytes data !

client: Test
server : I have recieved 512 bytes data !

client: Test
server : I have recieved 512 bytes data !

client: Test
server : I have recieved 512 bytes data !

client: Test
server : I have recieved 512 bytes data !

client: Test
server : I have recieved 512 bytes data !

client: Test
server : I have recieved 512 bytes data !
```

UDP Socket [Client]

```
Terminal - wtsaichu@wtsaichu: ~/Documents/workspace/Labor/112_Sep_Socket/UDP
File Edit View Terminal Tabs Help
wtsaichu@wtsaichu:~/Documents/workspace/Labor/112_Sep_Socket/UDP
$ ./client.out
client : Test
server : I have recieved 512 bytes data !

client : Test
server : I have recieved 512 bytes data !

client : Test
server : I have recieved 512 bytes data !

client : Test
server : I have recieved 512 bytes data !

client : Test
server : I have recieved 512 bytes data !

client : Test
server : I have recieved 512 bytes data !

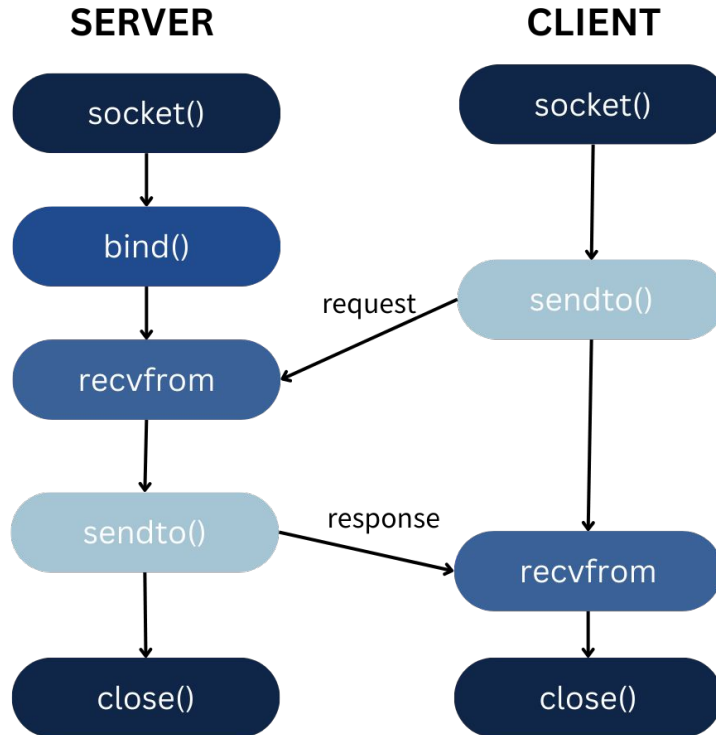
client : Test
server : I have recieved 512 bytes data !

client : Test
server : I have recieved 512 bytes data !

client : Test
server : I have recieved 512 bytes data !

client : Test
server : I have recieved 512 bytes data !
```


Frame



</> Key code : Server

socket

```
server_dentifier = socket(AF_INET, SOCK_DGRAM, 0);
```

domain : AF_INET, IPv4

type : **SOCK_DGRAM**

protocol : 0, for ALL

bind

```
ret = bind(server_dentifier, (struct sockaddr*)&server_addr, sizeof(server_addr));
```

my_addr : 綁定的 IP 和 port

recvfrom

```
num = recvfrom(fd, buffer, BUFF_LEN, 0, (struct sockaddr*)&client_addr, &length);
```

buf : 已被 memset 清空的 1024 字元陣列

flags : 0

from : 來源主機的 IP 和 port

sendto

```
sendto(fd, buffer, BUFF_LEN, 0, (struct sockaddr*)&client_addr, length);
```

同上

</> Key code : Client

socket

```
client_dentifier = socket(AF_INET, SOCK_DGRAM, 0);
```

domain : AF_INET, IPv4

type : **SOCK_DGRAM**

protocol : 0, for ALL

sendto

```
sendto(fd, buffer, BUFF_LEN, 0, dst_address, length);
```

buf : 緩衝區 **len** : size of buf

flags : 0, 等價於 write()

to : 目的地主機的 IP 和 port **to len** : size of to

recvfrom

```
recvfrom(fd, buffer, BUFF_LEN, 0, (struct sockaddr*)&src_address, &length);
```

buf : 已被 memset 清空的 1024 字元陣列 **len** : size of buf

flags : 0

to : 來源主機的 IP 和 port **to len** : size of tot



Features

不與通訊方**建立連接**，而是直接把要發的數據報發給通訊方

特性

1. 不在乎可靠性
2. 比使用 TCP 快很多
3. 適用於即時或是小數據傳輸

應用

1. SNMP
2. DNS

Raw Socket



Consequence

A ICMP echo request

```
Terminal - wtsaichu@wtsaichu: ~/Documents/workspace/Labtor/Socket/Raw
File Edit View Terminal Tabs Help
wtsaichu@wtsaichu:~/Documents/workspace/Labtor/Socket/Raw
$ gcc ICMP.c -o ICMP.out
wtsaichu@wtsaichu:~/Documents/workspace/Labtor/Socket/Raw
$ sudo ./ICMP.out 8.8.8.8 -c 5
We have send an ICMP packet to 8.8.8.8
The host 8.8.8.8 is alive!
The ICMP Type is 0
The ICMP Code is 0
The ICMP Checksum is 0
The ICMP TTL is 54
The ICMP Header length is 5
We have send an ICMP packet to 8.8.8.8
The host 8.8.8.8 is alive!
The ICMP Type is 0
The ICMP Code is 0
The ICMP Checksum is 0
The ICMP TTL is 54
The ICMP Header length is 5
We have send an ICMP packet to 8.8.8.8
The host 8.8.8.8 is alive!
The ICMP Type is 0
The ICMP Code is 0
The ICMP Checksum is 0
The ICMP TTL is 54
The ICMP Header length is 5
We have send an ICMP packet to 8.8.8.8
The host 8.8.8.8 is alive!
The ICMP Type is 0
The ICMP Code is 0
The ICMP Checksum is 0
The ICMP TTL is 54
The ICMP Header length is 5
wtsaichu@wtsaichu:~/Documents/workspace/Labtor/Socket/Raw
$
```

Field	Introduction
type	ICMP 消息類型
code	消息類型的代碼
Checksum	校驗和
ttl	Time to live
header length	

</> Key code

socket

```
socket_identifier = socket(PF_INET, SOCK_RAW, IPPROTO_ICMP);
```

domain : PF_INET, IPv4

type : **SOCK_RAW**

protocol : ICMP

send

```
num = sendto(socket_identifier, (char*)&hdr, sizeof(hdr), 0, (struct  
sockaddr*)&addr, sizeof(addr));
```

msg : hdr ,ICMP header **len** : size of hdr

flags : 0, 等價於 write()

to : destination IP address **to len** : size of to

recieve

```
num = recv(socket_identifier, buffer, sizeof(buffer), 0);
```

buf : 已被 memset 清空的 1024 字元陣列

len : size of buf

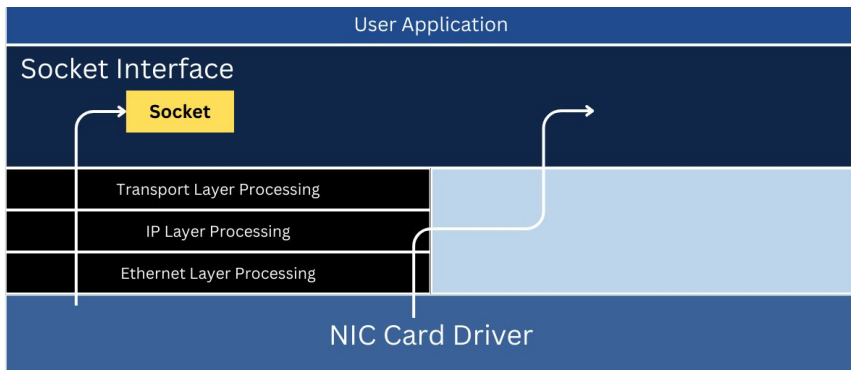
flags : 0, 等價於 open() 的 O_CLOEXEC



Features

允許**直接**傳送/接收IP協定封包而不需要任何傳輸層協定格式

TCP/UDP Socket : 只能處理數據載荷



Raw Socket : 可以處理 header

