

# OSN Tutorial 4?

Networks and stuff

# What is a network?

A network consists of two or more computers that are linked in order to share resources (such as printers and CDs), exchange files, or allow electronic communications.

[from <https://fcit.usf.edu/network/chap1/chap1.htm>]



Stuff you need for iMan

# What happens when I type google.com?

It needs to connect to the server.

So, use `getaddrinfo()`

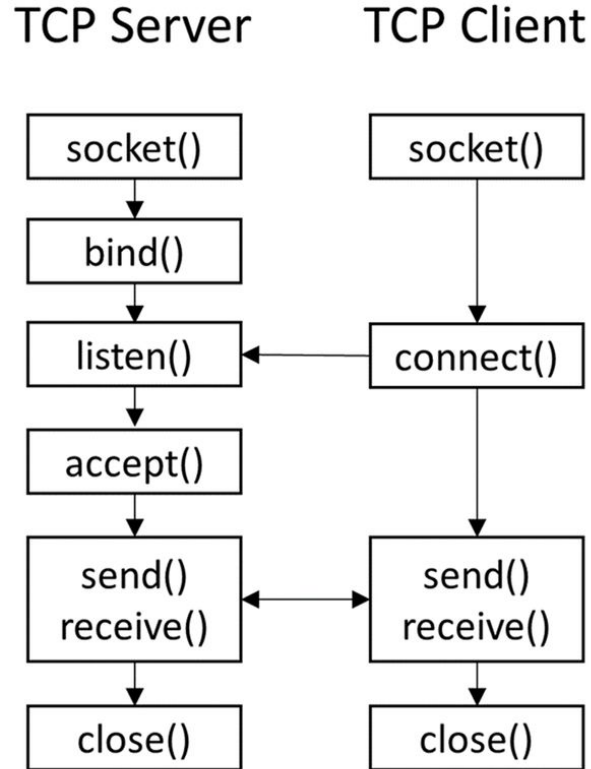
BUT, servers don't have names like google.com.

We need an IP address.



I made this as 2AM... don't judge

## Open a TCP socket



More on TCP - [Khan Academy](#)

# We need to GET the webpage

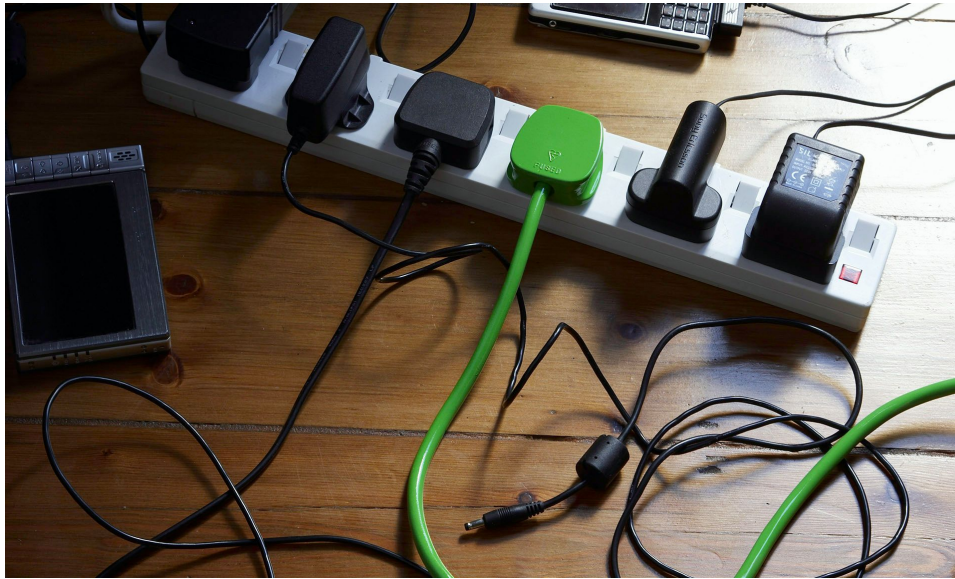
We need to send an HTTP request to the server to get the page - tinker around a bit :)

```
// Step 3: Send GET request
char request[2*BUFFER_SIZE];
sprintf(request,
        "GET /%s HTTP/1.1\r\n"
        "Host: %s\r\n"
        "\r\n", url, argv[1]);

if (send(sockfd, request, strlen(request), 0) == -1) {
    perror("send");
    close(sockfd);
    return 1;
}
```

# Read the website.

## Forgetting something?



Close it.

Any more questions in MP1?  
Want hints?



Thanks for coming.