2024 COMP3301 A2 Flowchart Template

Level	Sender	Socket	Receiver
User Level	sendmsg() [from fdsend.c]	——Name——→	recvmsg() [from fdrecv.c]
	int s: socket file descriptor	Name	int s: socket file descriptor
	const struct msghdr msgr name - name of message iovec data - mesages to send over socket control data - ancillary data	iovec data "Hello "Hello "Hello "Hello World" World" World"	const struct msghdr msgr name - name of message iovec data - data sent over socket control data - ancillary data
	int flags: flag vector	——control data——→	int flags: flags received
	return: Bytes sent	fd fd fd fd	return: Bytes received
	sys_sendmsg() [from uipc_syscalls.c]		sys_recvmsg() [from uipc_syscalls.c]
Syscall Level	proc *p: calling thread of syscall		proc p: calling thread of syscall
	void* v : sendmsg() parameters	Messsages	void* v : sendmsg() parameters
	register_t retval: register to put bytes sent	Name	register_t retval: register to put bytes recieved
	return: syscall errno		return: syscall errno
	sendit() [from uipc_syscalls.c]	"Hello "Hello "Hello World" World" World"	recvit() [from uipc_syscalls.c]
	proc *p: sending thread	fd fd fd fd	proc *p: sending thread
	int s: socket file descriptor		int s: socket file descriptor
	struct msghdr *mp: socket send data		struct msghdr *mp socket receive data
	int flags: flag vector		caddr_t namelep: address to put namelen
	register_t retval: register to put bytes sent		register_t retval: register to put bytes
	return: errno		return: errno
Abstract Socket Level	[fromc]		[fromc]
		Messsages	
		"Hello "Hello "Hello "Hello	
		World" World" World"	
		fd fd fd fd	
		1	
	return: errno		
Socket	[fromc]	Message	,[fromc]
		"Hello SOCKET	
		World"	
Control Level	return: errno	struct	
	() [fromc]		
			return: errno
	ratura: arma		
	return: errno		