Application Layer, Part 2
Sockets

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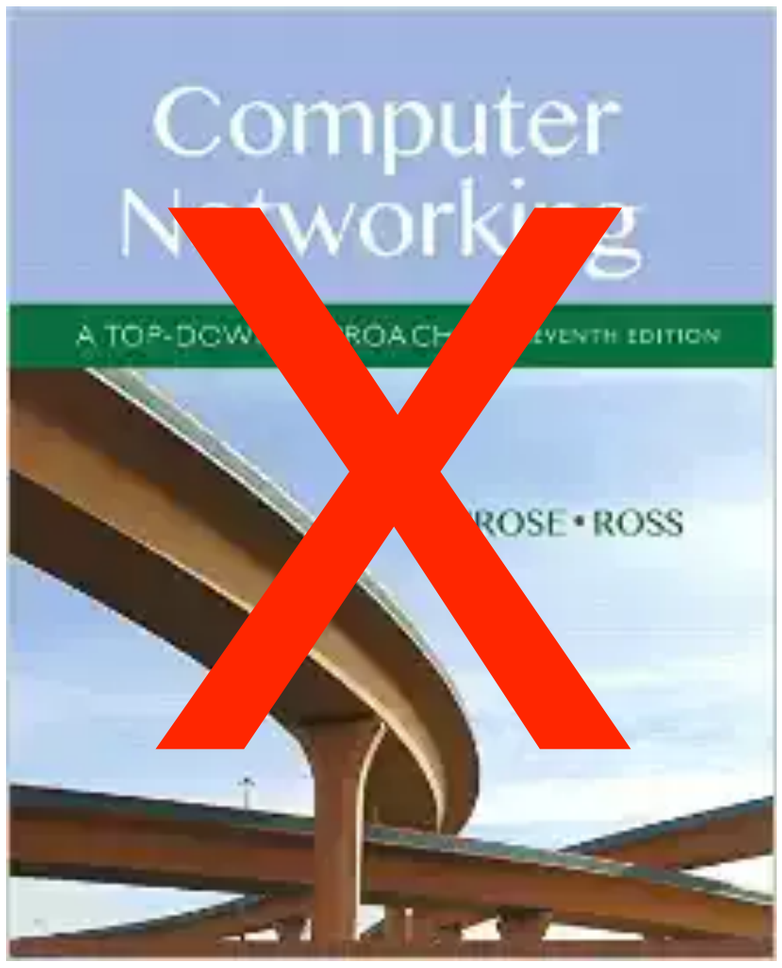
Case / ICSI

EECS 325/425
Fall 2018

"If you walk away, walk away,
I will walk away, walk away …"

Reading Along ...

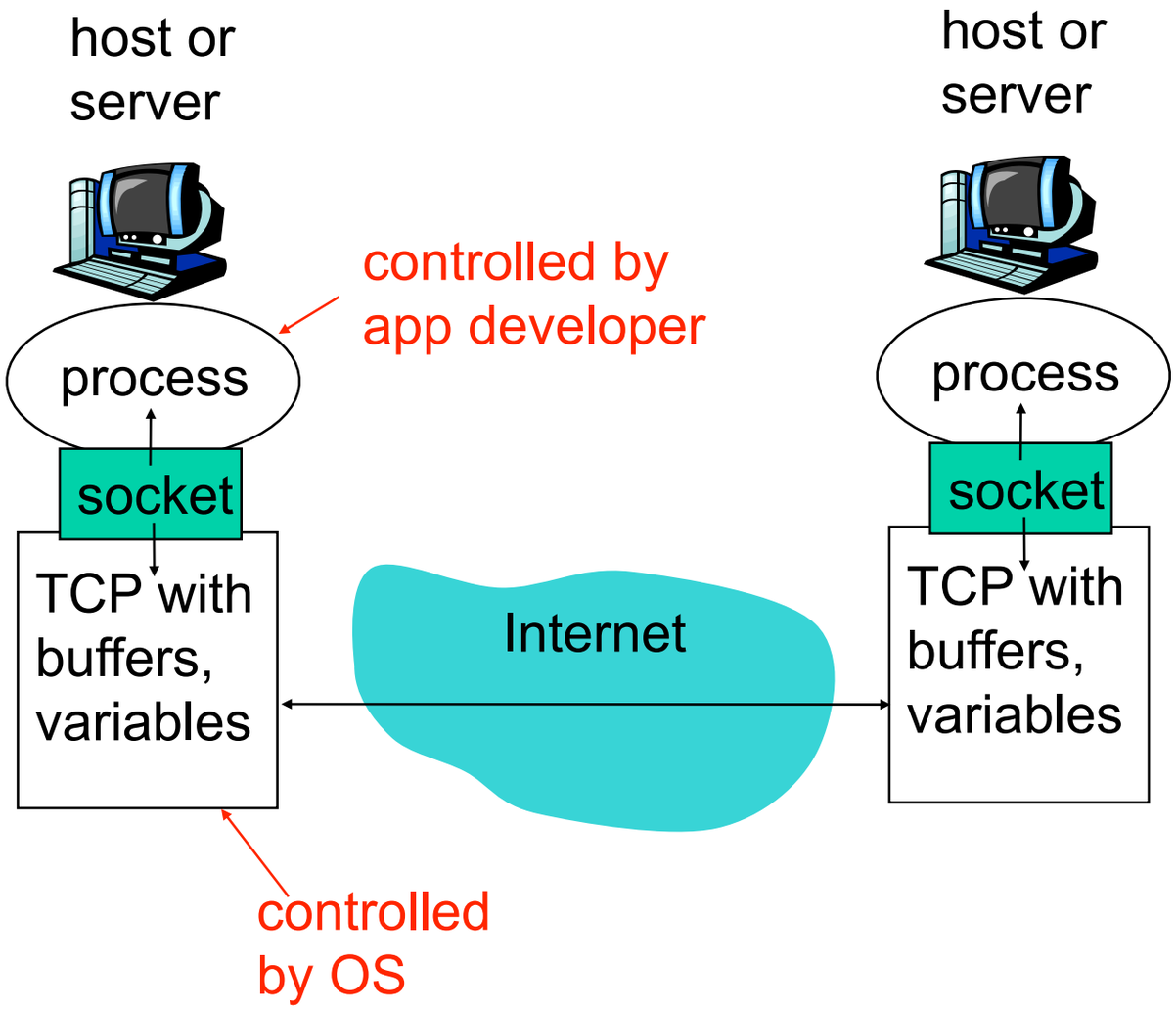


- Sockets programming (client side)

Sockets

Recall that sockets sit between the application process and the transport protocol

Sockets form the glue that allows processes to *interface* with transports (and hence all lower layers)



Example TCP Client

```
read (sd,buffer,BUFLEN - 1);
printf (stdout,"%s\n",buffer);
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sd = socket (PF_INET, SOCK_STREAM, protoinfo->p_proto);
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connect (sd, (struct sockaddr *)&sin, sizeof (sin));

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Example TCP Client

```
protoinfo = getprotobyname (“tcp”);
sd = socket (PF_INET, SOCK_STREAM, protoinfo->p_proto);

/* set endpoint information */
sin.sin_family = AF_INET;
sin.sin_port = htons (atoi (argv [PORT_POS]));

connect (sd, (struct sockaddr *)&sin, sizeof (sin));

read (sd,buffer,BUFLEN - 1);
printf (stdout,"%s\n",buffer);
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Example TCP Client

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protoinfo = getprotobyname (“tcp”);

sd = socket (PF_INET, SOCK_STREAM, protoinfo->p_proto);


/* set endpoint information */
sin.sin_family = AF_INET;
sin.sin_port = htons (atoi (argv [PORT_POS]));
memcpy ((char *)&sin.sin_addr,hinfo->h_addr,hinfo->h_length);

connect (sd, (struct sockaddr *)&sin, sizeof (sin));

read (sd,buffer,BUFLEN - 1);
printf (stdout,"%s\n",buffer);
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connect (sd, (struct sockaddr *)&sin, sizeof (sin));

read (sd,buffer,BUFLEN - 1);
printf (stdout,"%s\n",buffer);
```

Example TCP Client

```
protoinfo = getprotobyname (“tcp”);

sd = socket (PF_INET, SOCK_STREAM, protoinfo->p_proto);

hinfo = gethostbyname (argv [HOST_POS]);

/* set endpoint information */
sin.sin_family = AF_INET;
sin.sin_port = htons (atoi (argv [PORT_POS]));
memcpy ((char *)&sin.sin_addr,hinfo->h_addr,hinfo->h_length);

connect (sd, (struct sockaddr *)&sin, sizeof (sin));

read (sd,buffer,BUFLEN - 1);
printf (stdout,"%s\n",buffer);
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Example TCP Client

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sin.sin_family =
sin.sin_port =                                [POR_POS]));
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connect (sd,                                  dr *)&sin, sizeof (sin));

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printf (stdout,"%s\                           ,buffer);
```

BAD CODING PRACTICE!

Example TCP Client

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sd = socket (PF_INET, SOCK_STREAM, protoinfo->p_proto);

hinfo = gethostbyname (argv [HOST_POS]);
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/* set endpoint information */
sin.sin_family = AF_INET;
sin.sin_port = htons (atoi (argv [PORT_POS]));
memcpy ((char *)&sin.sin_addr,hinfo->h_addr,hinfo->h_length);

connect (sd, (struct sockaddr *)&sin, sizeof (sin));

read (sd,buffer,BUFLEN - 1);
printf (stdout,"%s\n",buffer);
```

Example TCP Client

```
#define BUFLEN 1024

int sd;
char buffer [BUFLEN];


[...]

        read (sd,buffer,BUFLEN - 1);



    fprintf (stdout,"%s\n",buffer);
```

Example TCP Client

```
#define BUFLEN 1024

int sd;
char buffer [BUFLEN];
int ret;

[...]

    ret = read (sd,buffer,BUFLEN - 1);



    fprintf (stdout,"%s\n",buffer);
```

Example TCP Client

```
#define BUFLEN 1024

int sd;
char buffer [BUFLEN];
int ret;

[...]

ret = read (sd,buffer,BUFLEN - 1);
if (ret < 0)
{
    fprintf (stderr,"reading error”);
    exit (1)
}
fprintf (stdout,"%s\n",buffer);
```

Example TCP Client

```
#define BUFLEN 1024

int sd;
char buffer [BUFLEN];
int ret;

[...]
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```
ret = read (sd,buffer,BUFLEN - 1);
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[...]

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fprintf (stdout,"%s\n",buffer);
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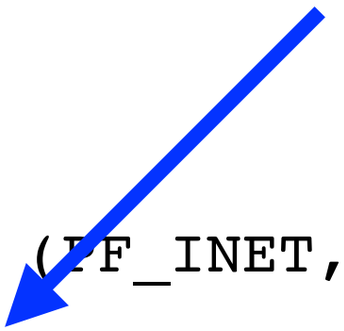
Define constants

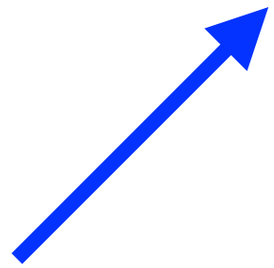
Check return values

Example TCP Client



```
sd = socket (PF_INET, SOCK_STREAM, protoinfo->p_proto);
if (sd < 0)
    errexit("cannot create socket",NULL);

/* connect the socket */
if (connect (sd, (struct sockaddr *)&sin, sizeof(sin)) < 0)
    errexit ("cannot connect", NULL);
```



Example TCP Client

- Full code for example client on the class web page

```
% ./sockets eecslab-6.case.edu 22
SSH-2.0-OpenSSH_6.2

% ./sockets envoy.icir.org 22
SSH-2.0-OpenSSH_7.7

% ./sockets mailhost.icsi.berkeley.edu 25
220 fruitcake.ICSI.Berkeley.EDU ESMTP Sendmail 8.12.11.2006[…]
```