

Web Server Design

Lecture 2 – Socket Programming

Old Dominion University

Department of Computer Science

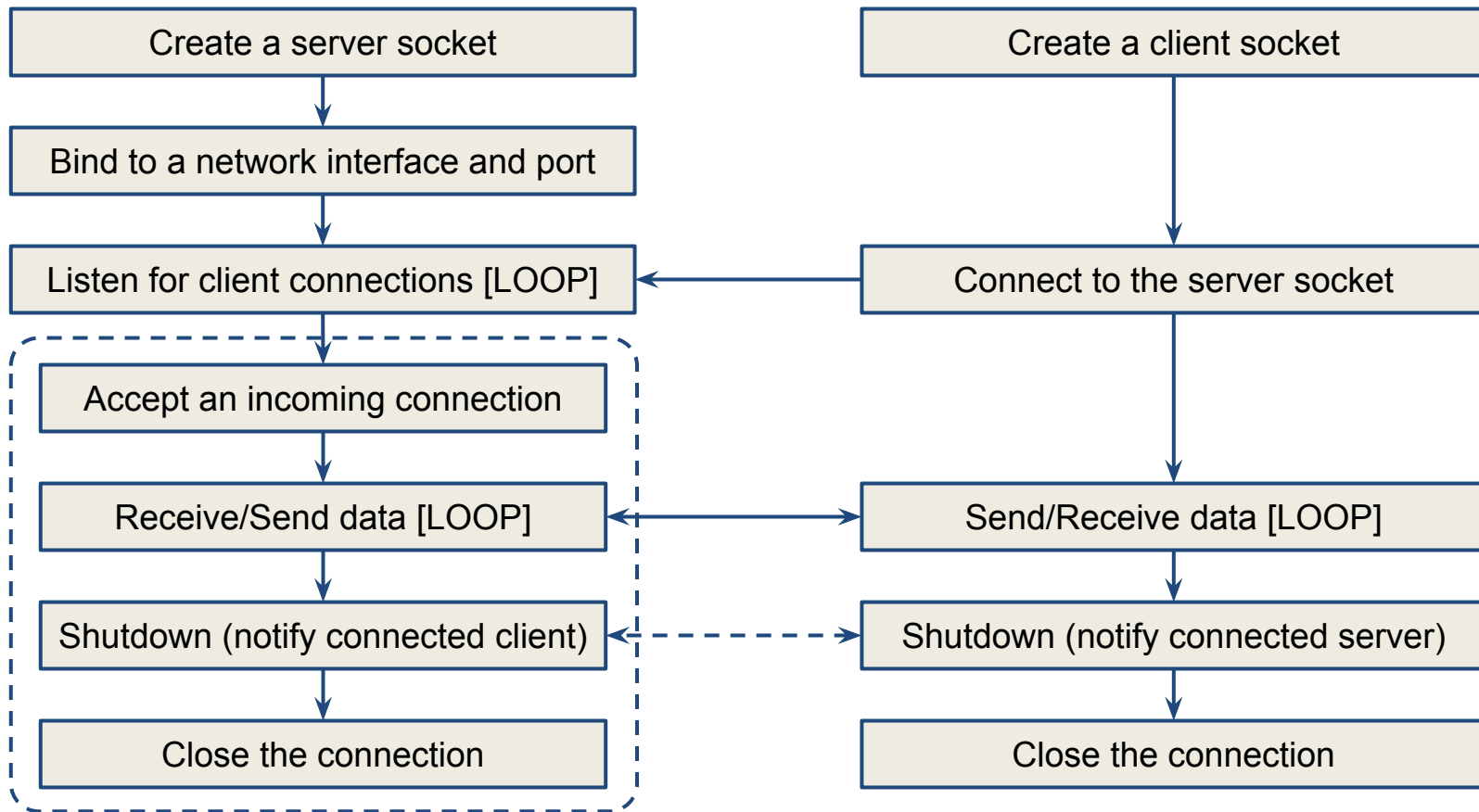
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Interprocess Communication (IPC)

- File
- Shared memory
- Memory-mapped file
- Message passing
- Pipe
- Message queue
- Signal
- Unix socket
- Network socket

Network Socket Workflow



Host and Port

- Host

- An IP address (IPv4 or IPv6)
- A domain name mapped to an IP address
- Identifies a host/machine on a network

- Port

- A number from 0 to 65535
- 0-1023 ranges is reserved (needs privileged access)
- Identifies a process on a host for socket communication
- Not every process is bound to a port

Common Default Port Numbers

Port Number	Service
20/21	File Transfer Protocol (FTP)
22	Secure Shell (SSH)
23	Telnet
25	Simple Mail Transfer Protocol (SMTP)
53	Domain Name System (DNS)
80	Hypertext Transfer Protocol (HTTP)
110	Post Office Protocol (POP3)
123	Network Time Protocol (NTP)
143	Internet Message Access Protocol (IMAP)
194	Internet Relay Chat (IRC)
443	HTTP Secure (HTTPS)

[https://en.wikipedia.org/wiki/Port_\(computer_networking\)](https://en.wikipedia.org/wiki/Port_(computer_networking))

Network Interfaces

```
$ host cs531.cs.odu.edu
```

```
cs531.cs.odu.edu has address 128.82.7.233
```

```
$ ssh cs531.cs.odu.edu
```

```
$ host localhost
```

```
localhost has address 127.0.0.1
```

```
$ ip -4 a
```

```
1: lo: <LOOPBACK,UP,LOWER_UP> mtu 65536 qdisc noqueue state UNKNOWN group default qlen 1000
```

```
inet 127.0.0.1/8 scope host lo
```

```
valid_lft forever preferred_lft forever
```

```
2: ens160: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc mq state UP group default qlen 1000
```

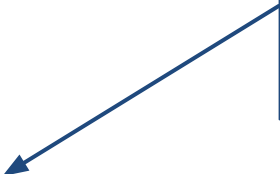
```
inet 128.82.7.233/24 brd 128.82.7.255 scope global ens160
```

```
valid_lft forever preferred_lft forever
```

```
3: docker0: <NO-CARRIER,BROADCAST,MULTICAST,UP> mtu 1500 qdisc noqueue state DOWN group default
```

```
inet 172.17.0.1/16 brd 172.17.255.255 scope global docker0
```

```
valid_lft forever preferred_lft forever
```

- 
1. Loopback
 2. Public
 3. Private

Loopback Address: localhost

```
$ cat /etc/hosts
```

```
127.0.0.1 localhost.localdomain    localhost
```

```
# The following lines are desirable for IPv6 capable hosts
```

```
::1      localhost6.localdomain6  localhost6
```

```
::1      localhost                ip6-localhost        ip6-loopback
```

127.0.0.1 vs. 0.0.0.0

- 127.0.0.1 (or localhost)
 - Listening on loopback interface only (unless tunneled)
- 0.0.0.0
 - Listening on all network interfaces
 - Not a resolvable address

Processes running in Docker containers listening on loopback interface will not be accessible from outside of the container, run them on 0.0.0.0 instead.

Hello Server: Python

```
#!/usr/bin/env python3
```

```
import socket
```

```
HOST = "0.0.0.0"
```

```
PORT = 8080
```

```
s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
```

```
s.setsockopt(socket.SOL_SOCKET, socket.SO_REUSEADDR, 1)
```

```
s.bind((HOST, PORT))
```

```
s.listen()
```

```
print(f"Listening on {HOST}:{PORT} for HTTP connections")
```

```
while True:
```

```
    conn, addr = s.accept()
```

```
    print(f"Connected to {addr}")
```

```
    conn.sendall(b"Hello from server\n")
```

```
    conn.close()
```

Hello Server: Ruby

```
#!/usr/bin/env ruby
```

```
require "socket"
```

```
host = "0.0.0.0"
```

```
port = 8080
```

```
socket = TCPServer.new(host, port)
```

```
puts "Listening on #{host}:#{port} for HTTP connections")
```

```
loop do
```

```
  client = socket.accept
```

```
  puts "Connected to #{client}"
```

```
  client.write("Hello from server\n")
```

```
  client.close
```

```
end
```

Concurrency

```
#!/usr/bin/env ruby
```

```
require "socket"
```

```
host = "0.0.0.0"
```

```
port = 8080
```

```
socket = TCPServer.new(host, port)
```

```
puts "Listening on #{host}:#{port} for HTTP connections")
```

```
loop do
```

```
  Thread.start(socket.accept) do |client|
```

```
    puts "Connected to #{client}"
```

```
    client.write("Hello from server\n")
```

```
    client.close
```

```
  end
```

```
end
```

Run the Hello Server

```
$ ./server.py
```

```
Listening on 0.0.0.0:8080 for HTTP connections
```

```
Connected to ('127.0.0.1', 46930)
```

```
$ telnet localhost 8080
```

```
Trying 127.0.0.1...
```

```
Connected to localhost.
```

```
Escape character is '^]'.
```

```
Hello from server
```

```
Connection closed by foreign host.
```