

Turn some heads

CMPS-109 - Lecture 3.3.17

- pthread exists far before the thread class has been created.
- ideally give pthread a method inside the class.

06.03.17 lecture

Multithreading TCP Sockets.

- Building a TCP Server Daemon.
- Connection class, inherits from Thread.
- concurrency implementation using C++11.
- P threads are more portable.
- Map practical example:
- Important Term:
 - static library
 - shared object
 - dynamic shared object
 - dynamic shared objects
 - results in smaller executables

le-interpret

acts exact

1 people
able to
comfortabi

- disables

Smart - p

- normal

- can r

- memo

- smc

to establish connection:

send "3 handshakes"

Multi-processing

- unit of execution
- lots of memory consumed
- context switching

ForK System Call

- system call
- create a replica of itself
- performs context cloning
- coupled with wait systems.

Turn some head

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- pthread ex
thread cl

- ideally
the cl

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Multithread

- Build

- Connection

- Concurrent

- p threads

- Map p

- Important

• static

• shared

• dynamic

• dynamic

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Build up of 4 parts.

TCV dump

ARP Protocol

- address resolution protocol.

- maps the IP address

- ~~is~~ functions in the operation layer.

reuse socket
when ~~the~~ a
program crashes.
check if usable
or not.

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Packet Transmission

1) call a send system call to send some data.

2) software interrupt

3) invoke software interrupt

4) invoke system call

5) store data to outbound buffers

6) notify the kernel.

- socket: create socket

- close: destroy socket

- connect: connection between two sockets

- bind: bind an IP address & port to process ID

- listen: configure a socket & accept conditions.

- accept: accept connection (new) & make a new socket.

- read: read data from socket.

- write: write data to socket

- ~~opt~~ opt: set socket options

- ~~opt~~ opt: gets value of socket.

Port: a number related to a process



Dynamic Library APIs

- `dlopen` - open API
- `dlsym` - reference symbol
- `dlclose` - close API
- `dlerror` - return last error

`dlopen` takes file path and the mode.
mode - option

`dlclose` void* handle, all symbols
will be freed

- Multi-Threading support

