Lab2: Net Ninny

Questions?

- How to handle 2-3-... word combinations? *find() in the C++ library.*
- Forking really necessary? Or threads okay? *Threads are okay.*
- State machine by character to parse the messages? *Yes.*

Teaching session

Advice

- use one port per msg on the client side (recv)
- backlog: 10
- if sending failed (check first), send again
- use the header 'Connection: close' and enforce it on HTTP 1.1!
- look at 'Content-type: text' in the response msg before parsing
- only filter urls and text!
- if abusive content found, send 301, then new request for the error page, then forward

Setup

- Set the browser to 127.0.0.1 + port number
- use port > 1024
- use only IPv4

Architecture

Server	Client
get GET request + forward response to client	send GET to server + get response
url filtering	content filtering

What needs to be done

Martin

- constants
- parse the http: method, url, version, etc.
- object http_request as an abstract object + to_string method

Lena

- starting the client part, entirely separated: get IP of the current interface and send hardcoded message to real server + get response