Lecture 9

 ADVANCED NAME AND ADDRESS CONVERSIONS

Functions

- getaddrinfo()
- gai_strerror()
- freeaddrinfo()
- getnameinfo()

getaddrinfo()

- Hides all of protocol dependencies in library function, in which they belong
- Application deals only with socket address structures that are filled in by getaddrinfo()
- Syntax#include <netdb.h>

int getaddrinfo(const char *hostname, const char *service, const struct addrinfo *hints, struct addrinfo **result);

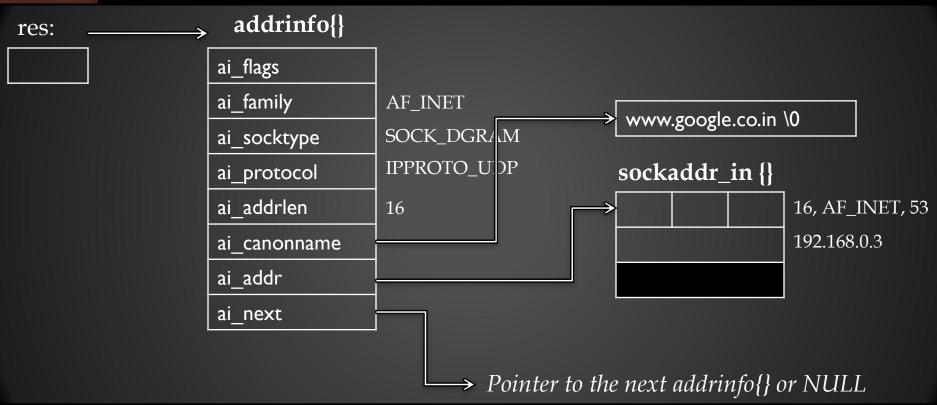
- Returns
 - 0 if ok
 - nonzero on error

Function returns thro result ptr, a ptr to a linked list of addrinfo structures, defined in <netdb.h> struct addrinfo int ai_flags; //AI_PASSIVE,AI_CANONNAME int ai family; //AF xxx int ai_socktype; //SOCK_xxx int ai_protocol; //0 or IPPROTO_xxx size t ai addrlen; //length of ai addr char *ai_canonname; //ptr to canonical name of host struct sockaddr *ai addr; //ptr to socket addr struct struct addrinfo *ai next; //ptr to next struct in linked //list

- Hostname:- can be either a hostname or address string
- Service:- either service name or decimal port no
- Hints: either a NULL or pointer to addrinfo struct that caller fills in with hints about type of info that caller wants returned
- Members of hints structure that can be set by caller are
 - ai_flags (AI_PASSIVE, AI_CANONNAME)
 - ai_family
 - ai_socktype
 - ai_protocol

- Al_PASSIVE :- socket will be used for passive open (listening)
- AI_CANONNAME:- tells function to return canonical (official) name of host
- If hints argument is NULL, function assumes a value of 0 for ai_flags, ai_socktype and ai_protocol, and value of AF_UNSPEC for ai_family

Sample addrinfo{} structure – dynamically allocated by getaddrinfo()



gai_strerror()

 Takes one of the return values from getaddrinfo() as an argument and returns a pointer to corresponding error string

Syntax

```
#include <netdb.h>
char* gai_strerror(int error);
```

freeaddrinfo()

- Storage returned by getaddrinfo(), addrinfo structures, ai_addr structures and ai_canonname are obtained dynamically by malloc()
- This storage is returned by calling freeaddrinfo()
 void freeaddrinfo (struct addrinfo *ai);
- ai should point to first of the addrinfo structures returned by getaddrinfo()
- All structures in linked list are freed

Sample program

- Server program
 - dayserver_ind.c
- Client program
 - dayclient_ind.c
- Run in the same way as before...

 Kindly go through the contents in the next slide

getnameinfo() -1/5

- Complement of getaddrinfo()
- It takes a socket address and returns a char string describing the host and another char string describing service
- Caller does not care about what type of protocol address is contained in socket address structure, as that detail is handled by the function

getnameinfo() -2/5

#include <netdb.h>

int getnameinfo(const struct sockaddr *sockaddr,
socklen_t addrlen, char *host, size_t hostlen, char *serv,
size_t servlen, int flags);

- Returns
 - 0 if ok
 - -I on error

getnameinfo() -3/5

- sockaddr:- points to socket address structure containing protocol addr to be converted to human readable string
- addrlen:- length of this structure
- If caller does not want host string returned, hostlen of 0 is specified
- The same is for the service

getnameinfo() -4/5

- Flags values
 - NI_DGRAM:- datagram service. Specified when caller is dealing with datagram
 - NI_NAMEREQD:- cause error to be returned if hostname cannot be resolved. Can be used by servers that require client's IP address be mapped with hostname
 - NI_NOFQDN:- cause returned hostname to be truncated at first period(.)

getnameinfo() -5/5

- NI_NUMERICHOST:- return numeric string for hostname
- NI_NUMERICSERV:- return numeric string for service
- Logical OR of multiple flags can be specified if they make sense together
- Eg. NI_DGRAM and NI_NUMERICHOST