

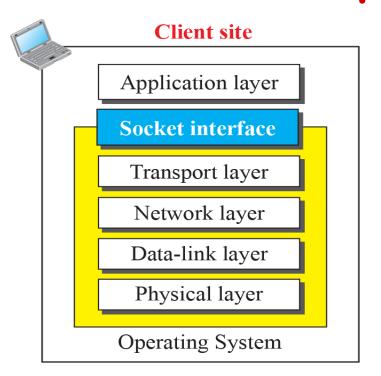
#### Additional Charts on Sockets

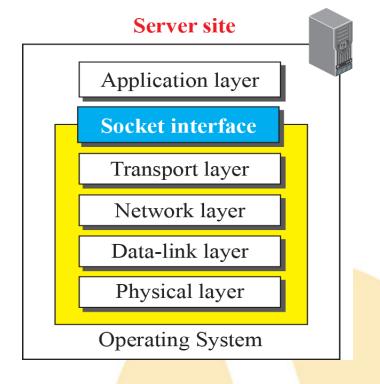
EE450: Computer Networks
University of Southern California
Professor: A. Zahid



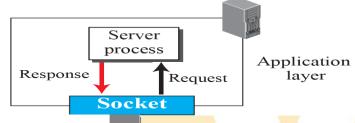


### Concept of Sockets







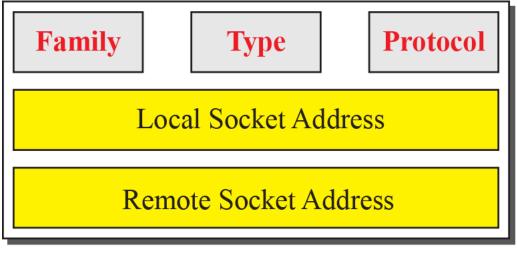


**Logical Connection** 

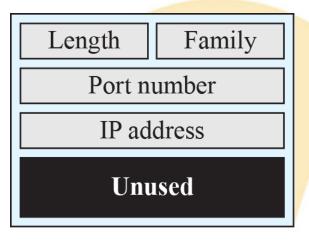




#### Socket Structure and Address



Socket

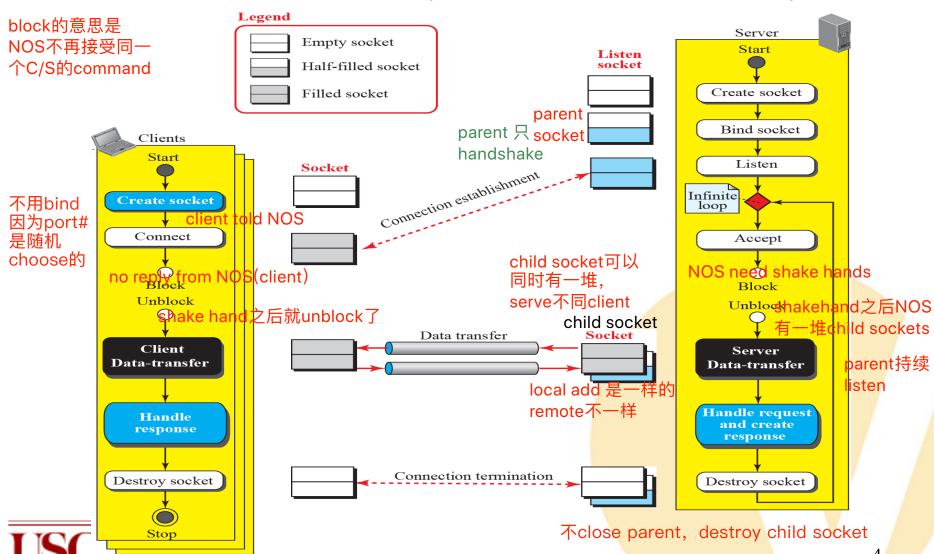


**Socket address** 





#### TCP Sockets (Stream Sockets)





# TCP Sockets (Concurrent) at the same time

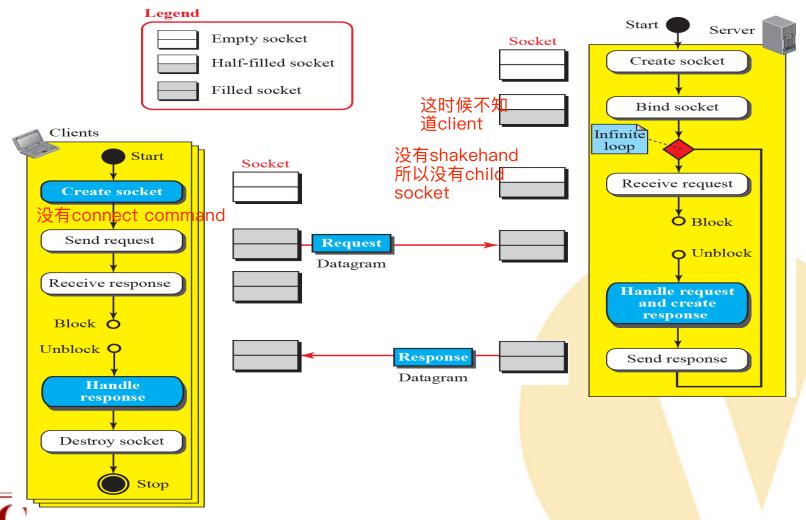
Server **1** Connection establishment Client 1 3 Data transfer and termination Create **4** Connection establishment Client 2 6 6 Data transfer and termination Create Legend Listen socket Socket





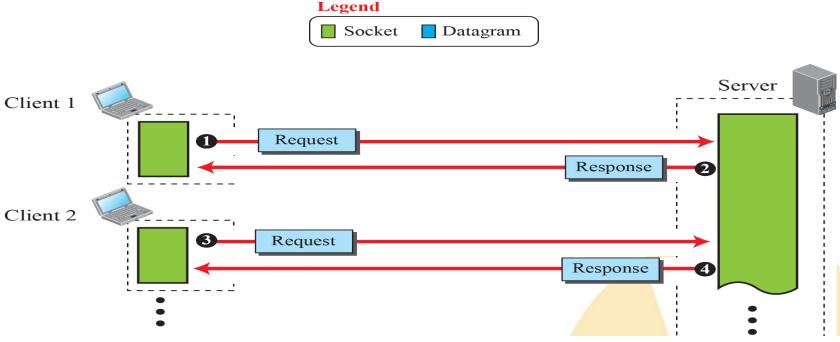
one at the same time

## UDP (Iterative) Datagram Sockets





#### UDP Datagram Sockets (Iterative)



An iterative server can process one client request at a time; it receives a request, processes it, and sends the response to the requestor before handling another request. When the server is handling the request from a client, the requests from other clients, and even other requests from the same client, need to be queued at the server site and wait for the server to be freed.

