check0 实验报告

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2.1 Fetch a Web Page

```
~/playground/minnow | main >1 ?1 telnet cs144.keithw.org http
Trying 104.196.238.229...
Connected to cs144.keithw.org.
Escape character is '^]'.
GET /hello HTTP/1.1
Host: cs144.keithw.org
Connection: close
HTTP/1.1 200 OK
Date: Tue, 24 Sep 2024 15:43:17 GMT
Server: Apache
Last-Modified: Thu, 13 Dec 2018 15:45:29 GMT
ETag: "e-57ce93446cb64"
Accept-Ranges: bytes
Content-Length: 14
Connection: close
Content-Type: text/plain
Hello, CS144!
Connection closed by foreign host.
```

Figure 1: web page fetch

2.2 Send yourself an email

```
~/playground/minnow | main >1 ?5 telnet smtp.exmail.qq.com smtp
Trying 183.2.143.59...
Connected to smtp.exmail.qq.com.
Escape character is '^]'.
220 smtp.qq.com Esmtp QQ QMail Server
EHLO
501 Syntax: ehlo hostname
EHLO qq.com
250-smtp.qq.com
250-PIPELINING
250-SIZE 73400320
250-STARTTLS
250-AUTH LOGIN PLAIN
250-AUTH=LOGIN
250-MAILCOMPRESS
250 8BITMIME
auth login
334 VXNlcm5hbWU6
MjIxOTAwMDA2QHNtYWlsLm5qdS5lZHUuY24=
334 UGFzc3dvcmQ6
ajZaZkhhZHJUcEtXalVFbw==
235 Authentication successful
mail from:221900006@smail.nju.edu.cn
250 Ok
rcpt to:221900006@smail.nju.edu.cn
250 Ok
data
354 End data with <CR><LF>.<CR><LF>
from:221900006@smail.nju.edu.cn
to:221900006@smail.nju.edu.cn
subject: lab0 test telnet and smtp
hello telnet
hello smtp
250 Ok: queued as
```

Figure 2: email terminal

lab0 test telnet and smtp 🏠 🗗

发件人: **耿天成** <221900006@smail.nju.edu.cn>

时 间:2024年9月25日(星期三)凌晨2:11

收件人: 耿天成 <221900006@smail.nju.edu.cn>

hello telnet hello smtp

Figure 3: email mailbox

Note: The email passcode is disabled and you cannot login through it.

2.3 Listening and connecting

```
netcat -v -l -p 9090
Listening on 0.0.0.0 9090
Connection received on localhost 46616
Connected to localhost.
Escape character is '^]'.

[0] 0:telnet*
```

Figure 4: netcat and telnet

Hint: this is a gif, check it in markdown file.

3 C++ network program (ver. OS stream socket)

```
Code:
```

4 byte stream

Result:

Result:

Figure 5: cmake check webget

~/playground/minnow main >1 ?5 cmakebuild <u>build</u> target check0		
Test project /home/isapo/playground/minnow/build		
Start 1: compile with bug-checkers		
1/10 Test #1: compile with bug-checkers	Passed	0.12 sec
Start 2: t_webget		
2/10 Test #2: t_webget	Passed	1.06 sec
Start 3: byte_stream_basics		
3/10 Test #3: byte_stream_basics	Passed	0.01 sec
Start 4: byte_stream_capacity		
4/10 Test #4: byte_stream_capacity	Passed	0.01 sec
Start 5: byte_stream_one_write		
5/10 Test #5: byte_stream_one_write	Passed	0.01 sec
Start 6: byte_stream_two_writes		
6/10 Test #6: byte_stream_two_writes	Passed	0.01 sec
Start 7: byte_stream_many_writes		
7/10 Test #7: byte_stream_many_writes	Passed	0.06 sec
Start 8: byte_stream_stress_test		
8/10 Test #8: byte_stream_stress_test	Passed	0.06 sec
Start 37: compile with optimization		
9/10 Test #37: compile with optimization	Passed	1.29 sec
Start 38: byte_stream_speed_test		
ByteStream throughput: 19.11 Gbit/s		
10/10 Test #38: byte_stream_speed_test	Passed	0.05 sec
100% tests passed, O tests failed out of 10		

Figure 6: cmake check0

Wow, 19Gbps. Super fast, right?

I use queue of string storing the data, and one string_view (an reference to data.front()) to accelerate peek and pop.

environment