Lab 4

William Wright

(1) Is your implementation Little or Big endian? (What OS are and CPU do you use?)

my implementation is little-endian running OSX and 64bit i7

(2) Did the htons() change the order?

Yes my order is 15213

(3) Do they provide the same functionality as the original EchoServerTCP.c?

no the new server has functionality for child process

(4) What do you think is an example of a client-server communication that we use daily? Can you think of an example of communication that does not rely on client-server architecture?

We use websites daily that rely on client and server communication. Adhoc network do not rely on servers just peers connected to peers.

5.)

struct sockaddr {

unsigned short sa\_family;

protocol family

char sa\_data[14];

address data.

};

(6) TCP servers go through five (7) basic steps. What are those steps (including the associated function calls (e.g., someFunction() )?

Step 1: Server creates a stream socket s with the socket() call.

Step 2: Sever bind socket s to a local address with the bind() call.

Step 3: Server uses the listen() call to alert the TCP/IP machine of the willingness to accept connections.

Step 4: Server accepts the connection and receives a second socket, for example ns, with the accept() call.

Step 5 and 6: Server reads and writes data on socket ns, until all data has been exchanged.

Step 7: Sever closes socket ns with the close() call.

(7) TCP clients go through five (5) basic steps. What are those steps (including the associated function calls (e.g., someFunction() )?

1.)Client creates a stream socket s with the socket() call.

2. and 3.)client reads and writes data on socket s, by using send() and recv() calls

4.) Client closes socket s and end the TCP/IP session with the close() call.

