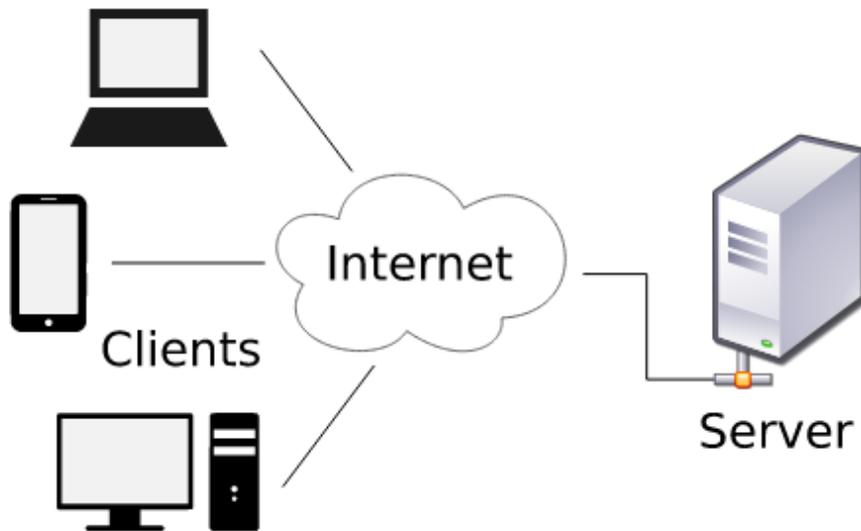


Sockets API and HTTP 1.0

Prepared by Ruchir Khaitan
Edited by Jae Woo Lee

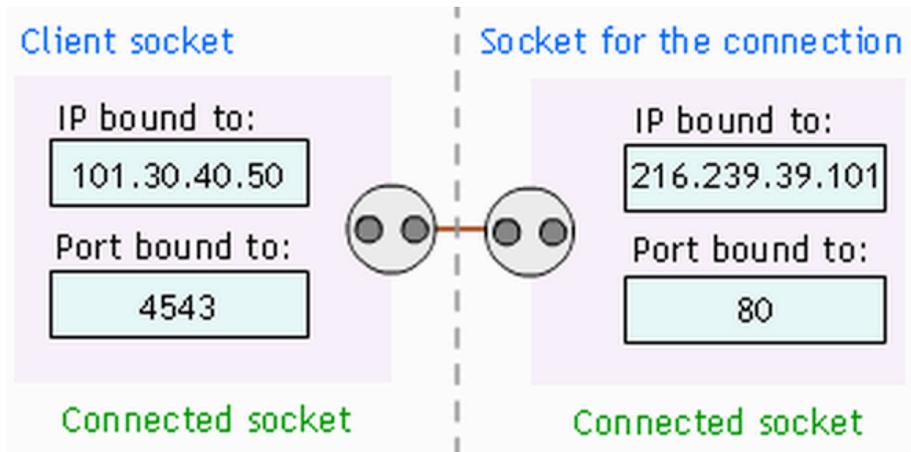
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The client / server model



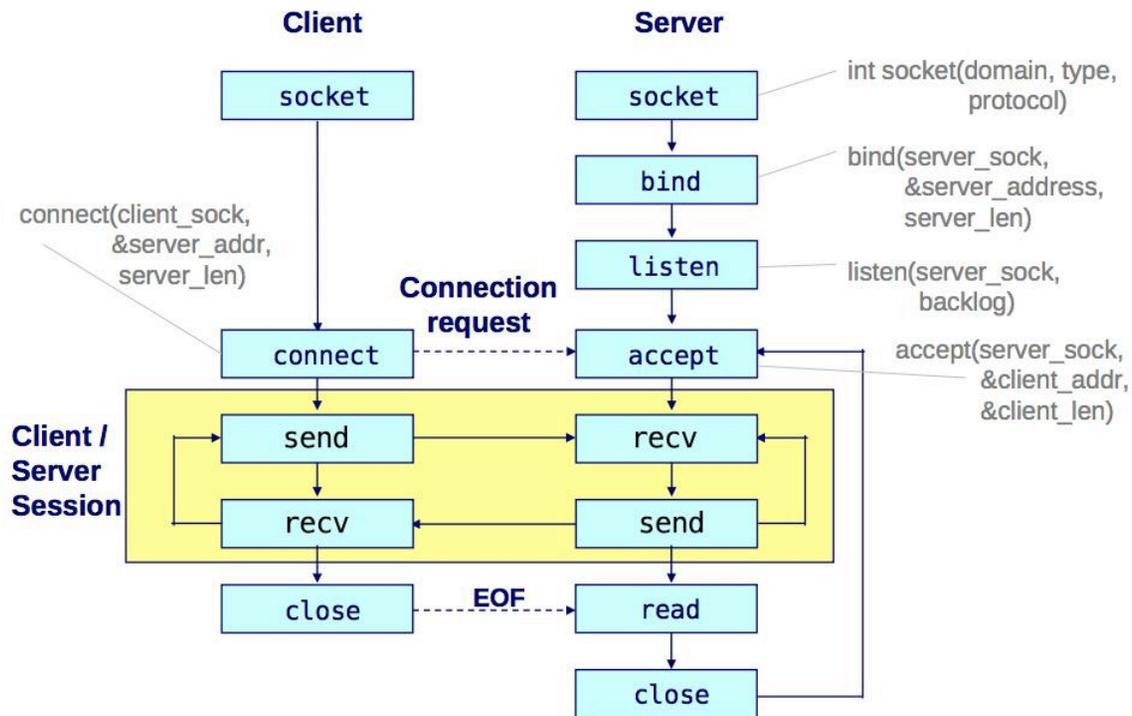
- Server waits for incoming requests over the network from clients
- e.g. Web browser & web server
- C programs use Sockets API

What is a socket?



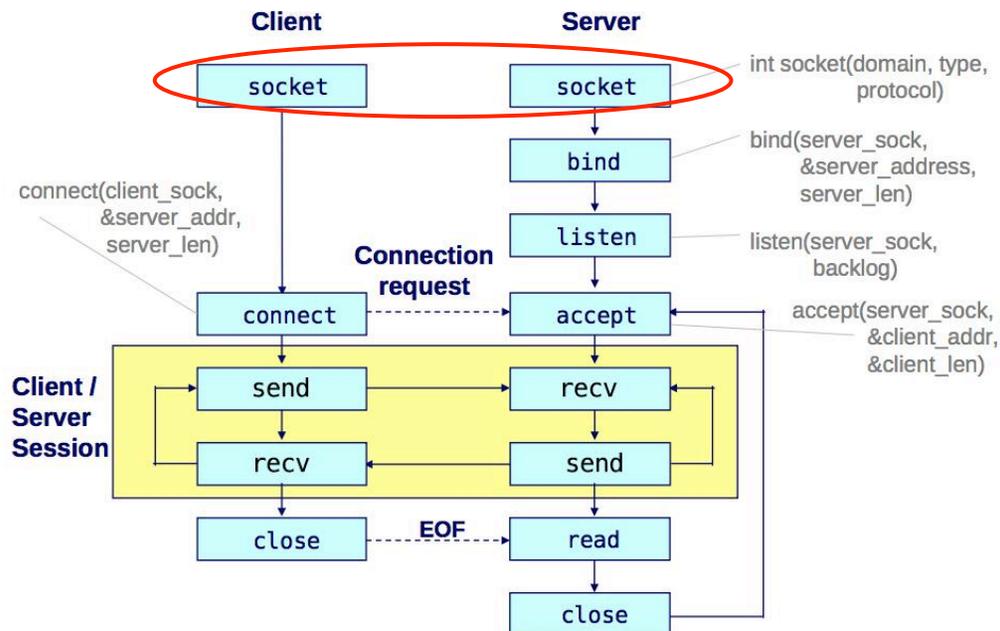
- End-point for inter-process communication over TCP/IP network
- Socket is bound to an IP address and a port number

Sockets API Summary



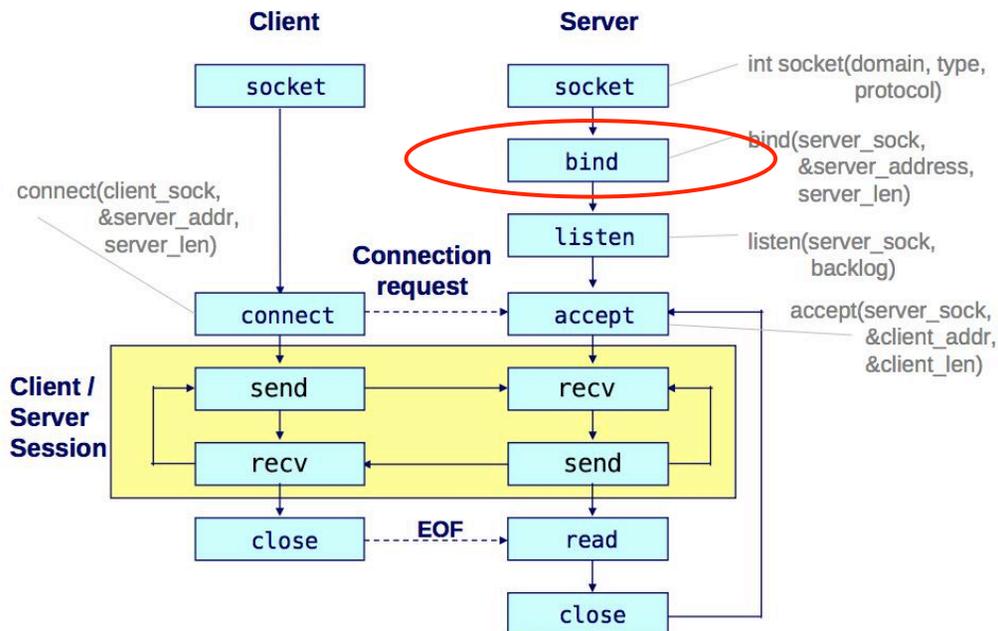
Source: <https://roxanageambasu.github.io/ds-class//assets/lectures/lecture4.pdf>

socket()



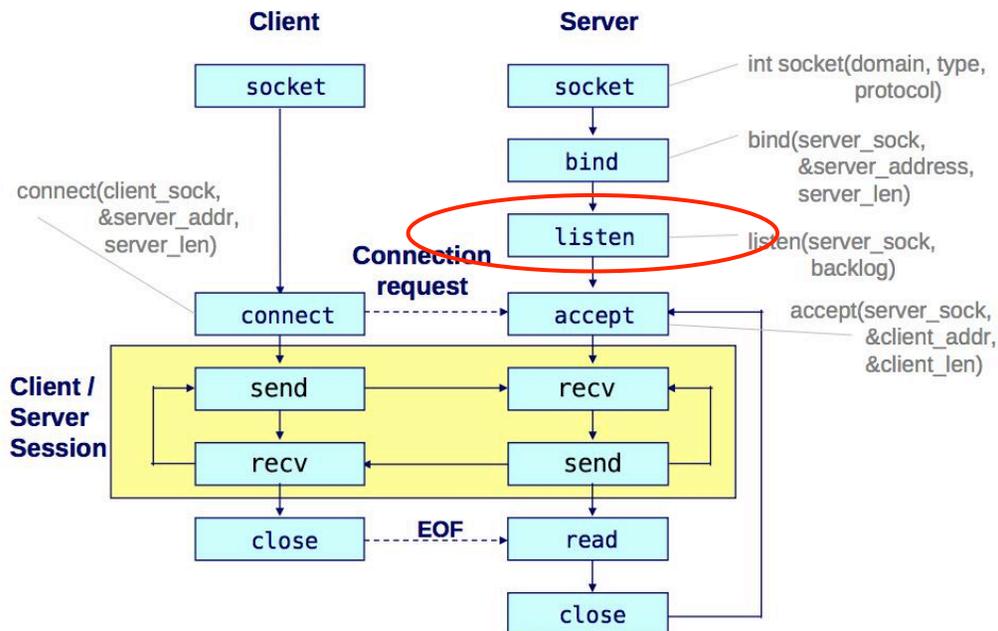
- Called by both client and server
- On the server, a listening socket is created first using `socket()` – a *connected* socket will be created later by `accept()`

bind()



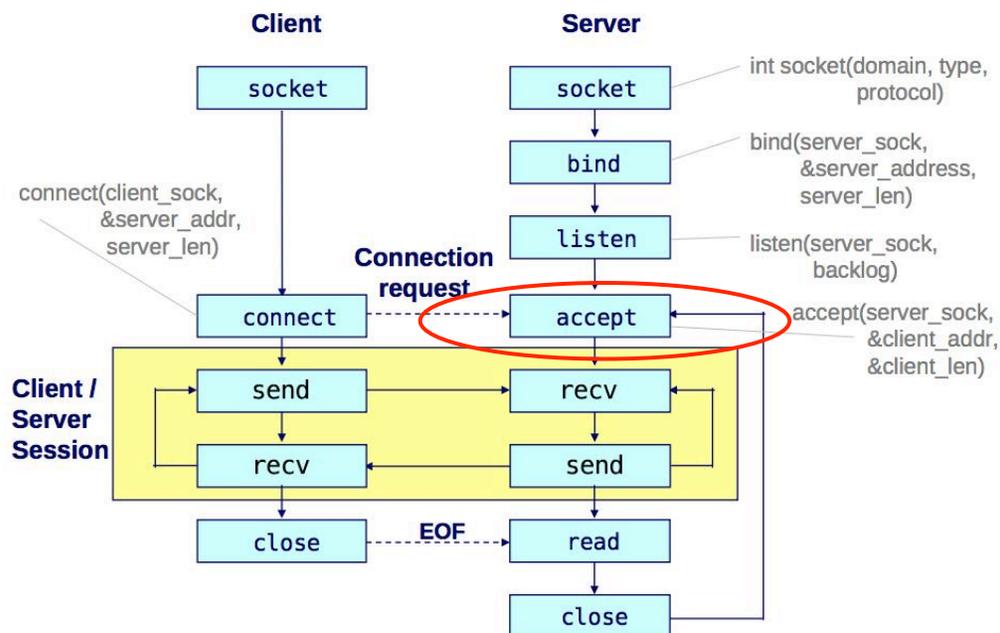
- Usually called only by server
- Binds the listening socket to a specific port that should be known to the client

listen()



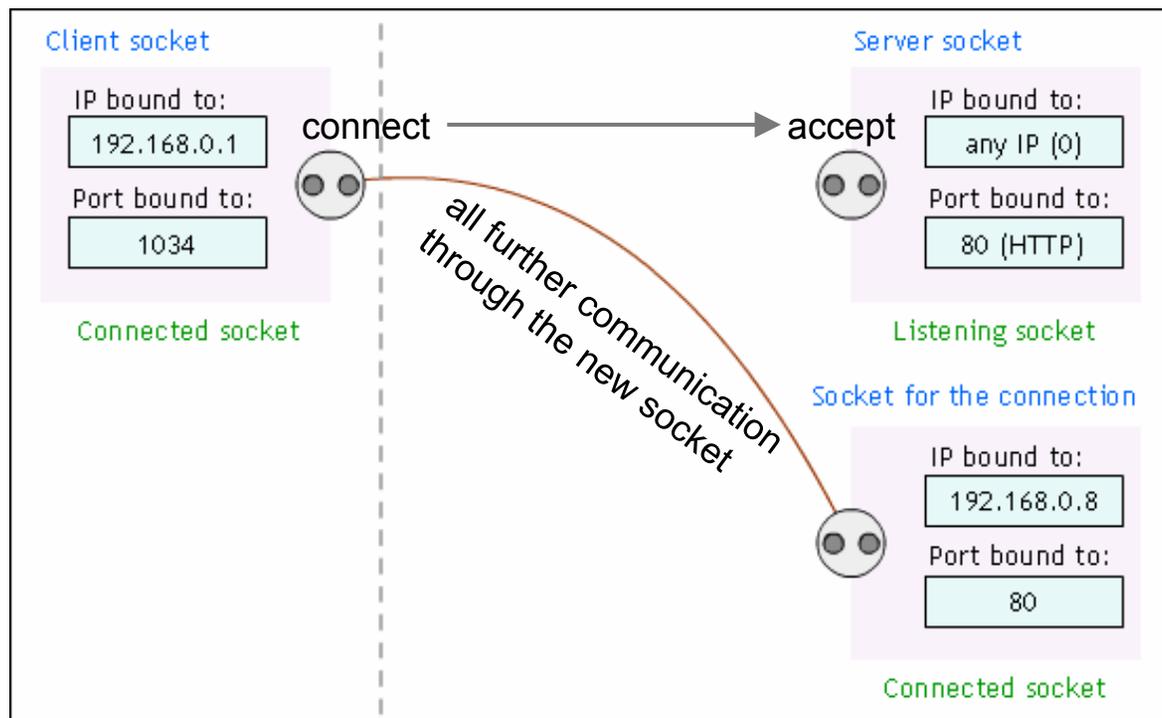
- Called only by server
- Sets up the listening socket to accept connections

accept()



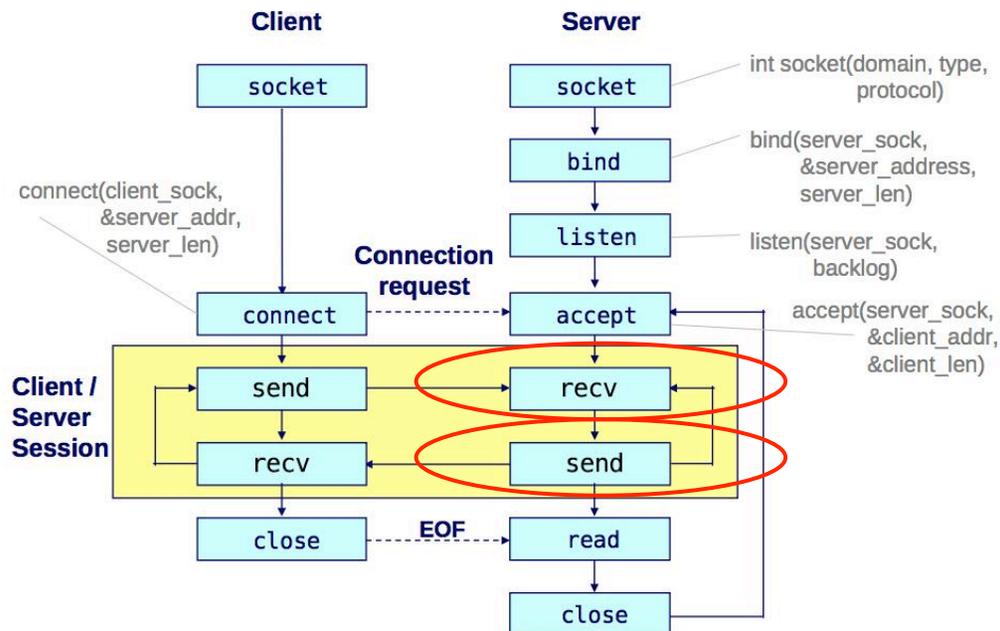
- Called only by server
- By default blocks until a connection request arrives
- Creates and returns a new socket for each new client

Listening socket vs. Connected socket



Source: <http://www.madwizard.org/programming/tutorials/netcpp/3>

send() and recv()



- Called by both client and server
- Reads and writes to the other side
- Message boundaries may not be preserved

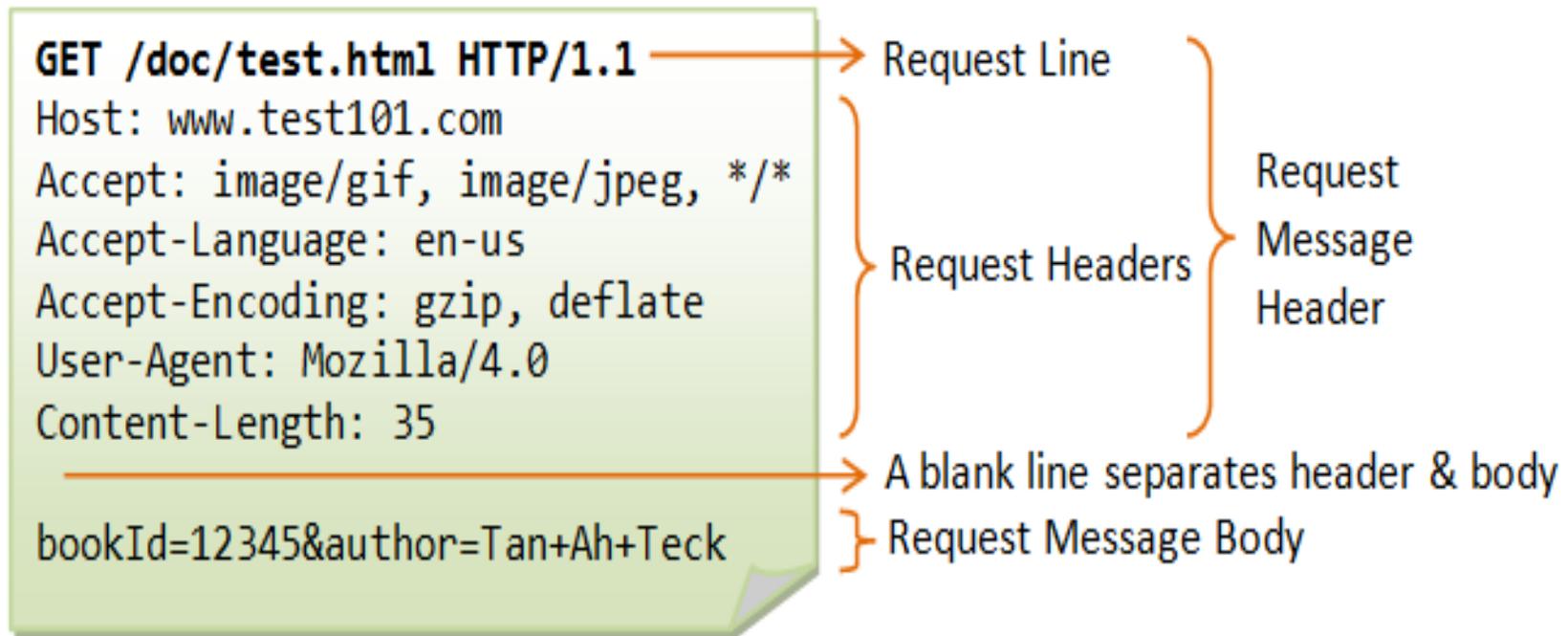
HTTP 1.0

- Client sends a **HTTP request** for a resource on the server (ex. a file on the server)
- The server sends a **HTTP response**

HTTP request

- First line: method, request-URI, version
 - Ex: “GET /index.html HTTP/1.0\r\n”
- Followed by 0 or more headers:
 - Ex: “Host: www.google.com\r\n”
- Followed by an empty line
 - “\r\n”

HTTP request example



HTTP response

- First line: response status
 - Success: HTTP/1.0 200 OK\r\n
 - Failure: HTTP/1.0 404 Not Found\r\n
- Followed by 0 or more response headers
- Followed by a blank line
- Followed by the content of the response
 - For example, an image file or an HTML file

HTTP response example

