CS 3650 – Computer Systems
Spring 2024
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Lecture 23, Tue Apr 2 2024

Testing lab 4

hints to debug shell scripts

1) verbose mode - sh -x fstest.sh
2) copy & paste

```
gdb --args
./labfuse -s -d
-image
```

```
ls fs
:
```

struct X *ptr

(gdb) print *ptr

"connection failed" (?)

→ you crashed

"transport endpoint ..."

Sockets & TCP

client

```
fd = socket(...)
connect(fd, <addr>)
```

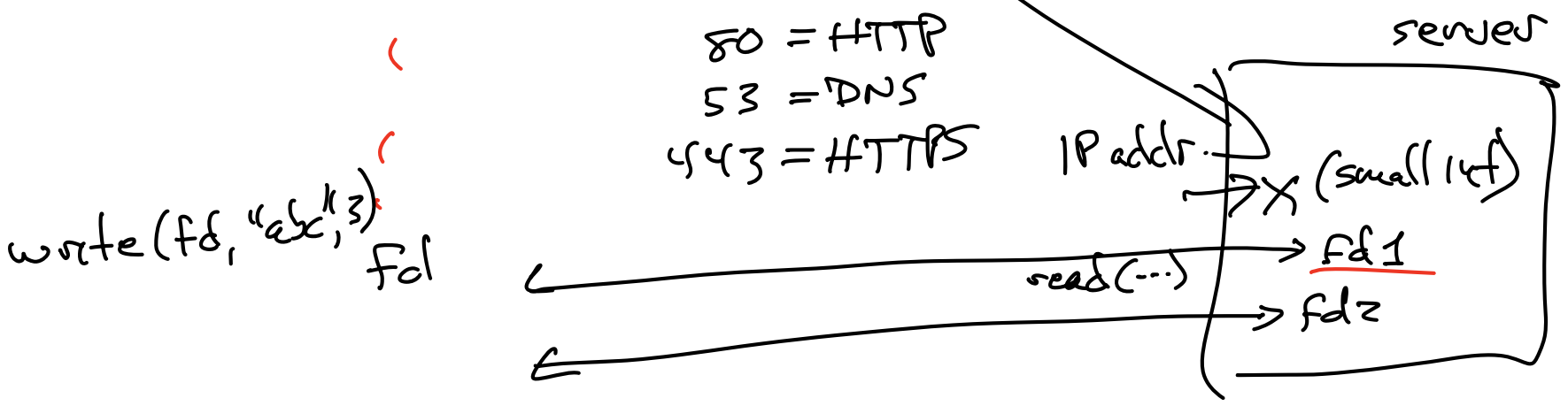
server

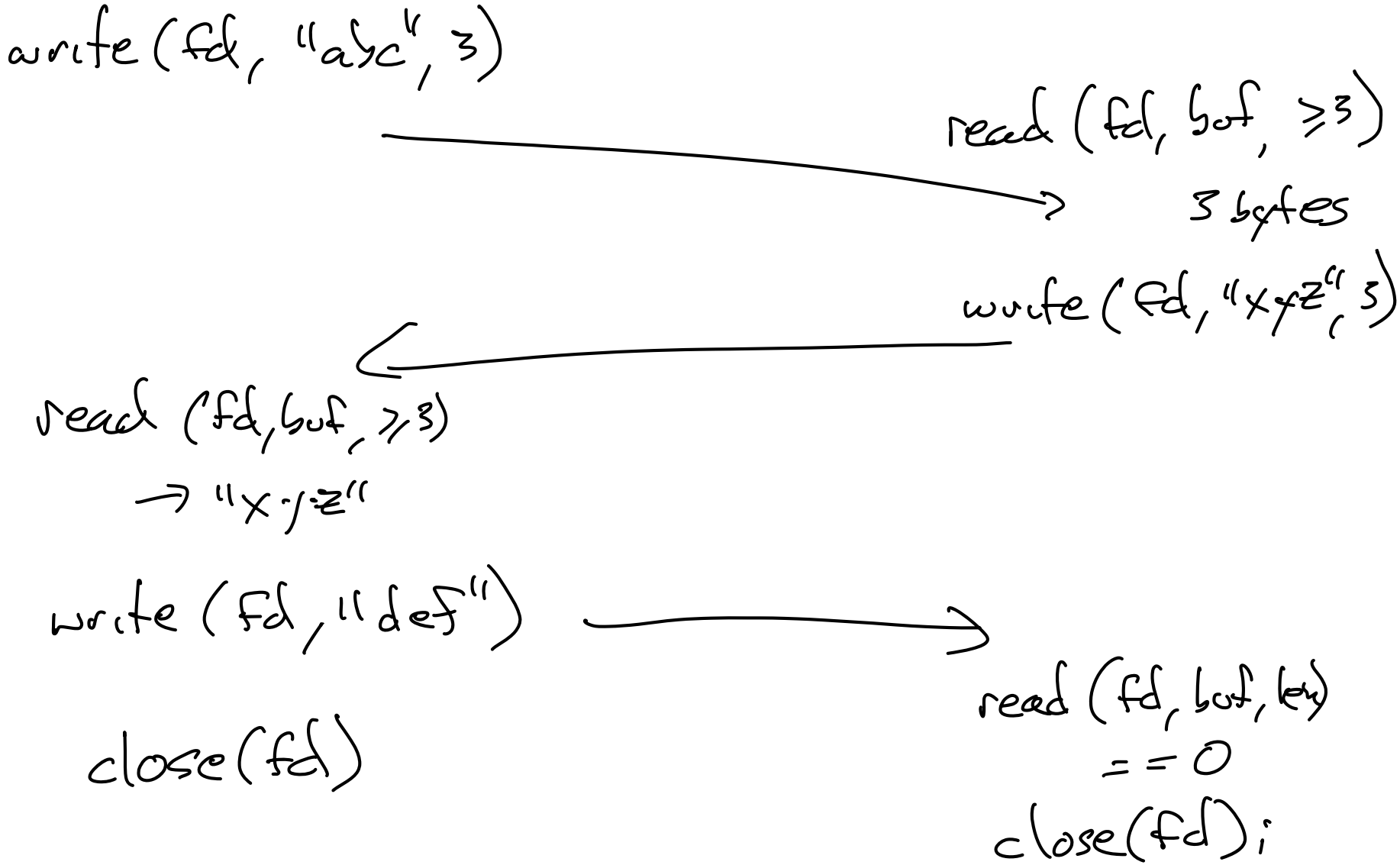
```
listen_fd = socket(--)
bind(listen_fd, <addr>)
listen(lfd, 5)
loop:
  int fd = accept(lfd)
```

port #

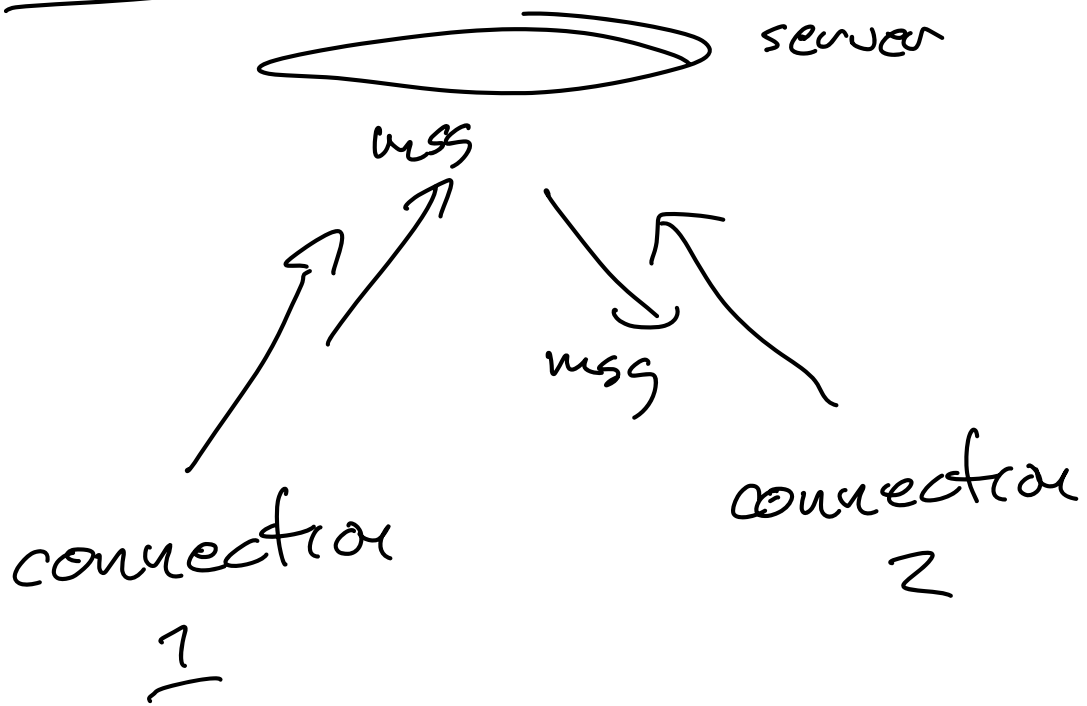
(/etc/services)

22 = SSH
80 = HTTP
53 = DNS
443 = HTTPS




write(fd, "abc", 3)
read(fd, buf, ≥3)
3 bytes
write(fd, "xyz", 3)
read(fd, buf, ≥3)
→ "xyz"
write(fd, "def")
close(fd)
read(fd, buf, len)
== 0
close(fd);

Chat server (lab 5)



fd1 ← client1

fd2 ← client2

{

read (fd1, buf, len);

read (fd2, buf2, len);

{ready_fds} = select (read = {fd1, fd2},

~~write = {}~~

~~args = {}~~)

if fd1 in ready fds:

read fd1

write → fd2

if fd2 . . . .

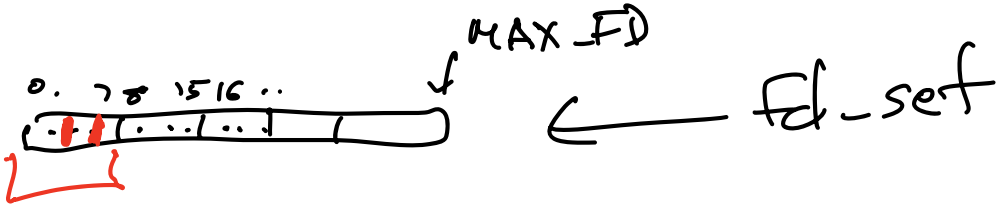
if fd1 is returned from select:

→ read(fd1) won't block

problem: C doesn't have sets

```
fd_set fds;
FD_ZERO (&fds)
FD_SET (fd1, &fds)
FD_SET (fd2, &fds)

max_fd = fd1
if fd2 > fd1
    max_fd = fd2
```




```
select(max_fd+1,
       &fds, NULL, NULL,
       NULL)
```

→ ready fds are set in 'fds'

```
if (FD_ISSET(fd1, &fds))
    read(fd1, buf, len)
```

More socket details

fd = socket (AF_INET, SOCK_STREAM) ← i.e. TCP

struct sockaddr_in { ← "internet"

sin_family AF_INET

sin_port

sin_addr ←

addr

};

dest address addr/port

connect ((struct sockaddr*) &addr, sizeof(myaddr), ..)

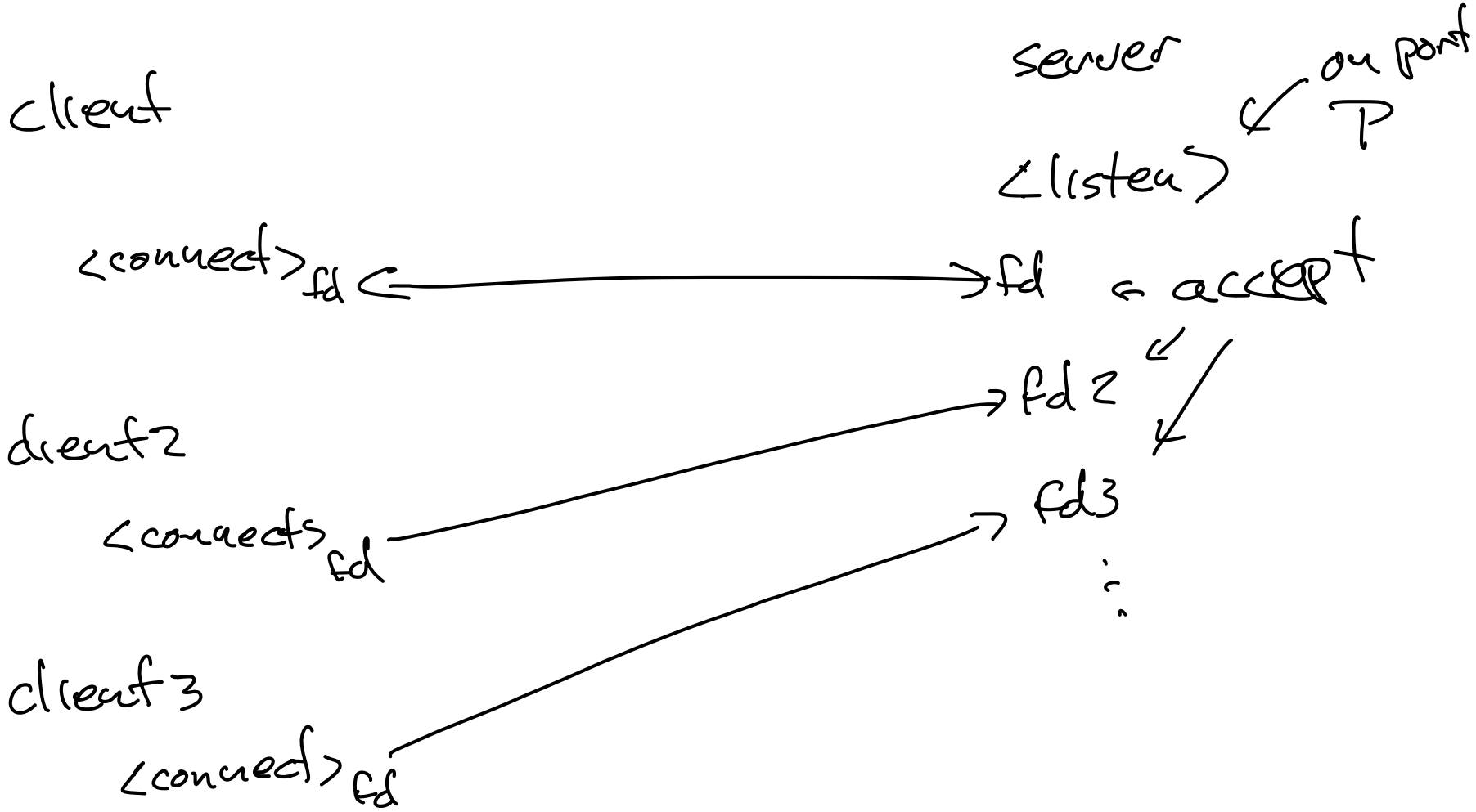
bind : addr = local address + port

typically ANY INADDR_ANY (?)

fd0 = socket
bind
listen.

fd ← accept

Recap


client
server
on port P
<listen>
<connect>
fd
fd
accept
client2
<connect>
fd
fd2
client3
<connect>
fd
fd3

set of fds → select → set of fds

to wait on

ready to read

fd_set

FD_ZERO

FD_SET

FD_ISSET

Network protocols

- ethernet / wifi
- IP protocol — IP address
- TCP — retransmission
  byte stream
  client-server model
  sockets
- HTTP

32 bits
power-of-2 ranges
topologically significant

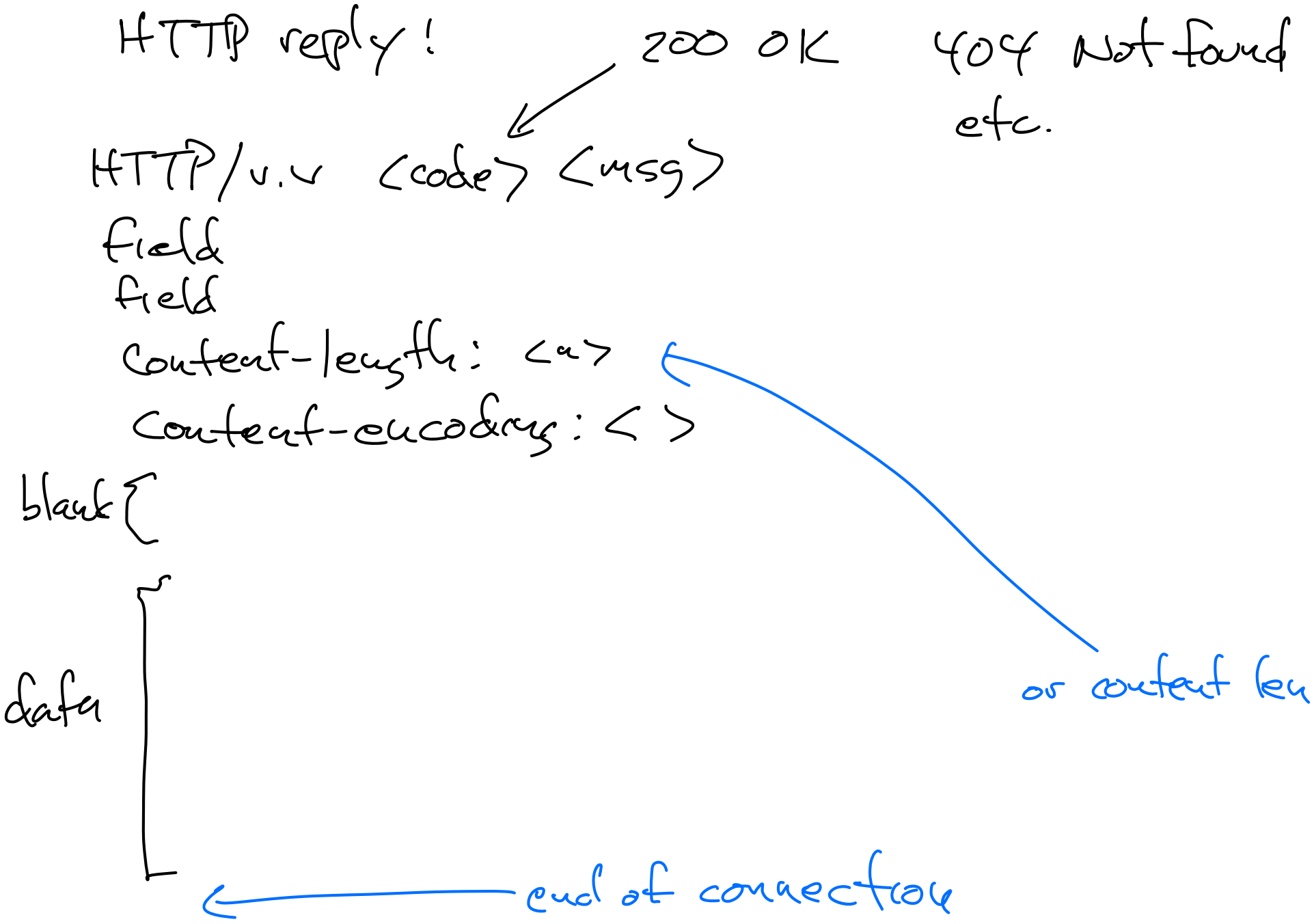
129.10.** ⇒ NU
x810A.....

→ NAT — net addr translation

GET /path HTTP/1.0 ← 1995 or so

HTTP/1.1

Host: www.somewhere.com
....
[← blank line


HTTP reply!
200 OK
404 Not found
etc.
HTTP/v.v <code> <msg>
field
field
Content-length: <n>
Content-encoding: < >
blank
data
or content len
end of connection

HTTP "verbs"

GET

PUT

DELETE

POST ← HTML forms

S3: GET url

http://s3/pjd-image-badges/file.txt

PUT url
<data>

DELETE url