Network Programming: Part II

15-213 / 18-213 / 15-513: Introduction to Computer Systems
22\textsuperscript{nd} Lecture, November 9, 2017

Today’s Instructor:
Phil Gibbons
2. Start client
   **Client**

   open_clientfd

1. Start server
   **Server**

   open_listendfd

   Connection request

   accept

   Await connection request from client

   3. Exchange data

   terminal read
   socket write

   socket read
   terminal write

   socket read
   socket write

   close

   4. Disconnect client

   5. Drop client

   close
Review: C Standard I/O, Unix I/O and RIO

- Robust I/O (RIO): 15-213 special wrappers
  - good coding practice: handles error checking, signals, and “short counts”

C application program

- Standard I/O functions
  - fopen, fdopen, fread, fwrite, fscanf, fprintf, sscanf, sprintf, fgets, fputs, fflush, fseek, fclose

- Unix I/O functions (accessed via system calls)
  - open, read, write, lseek, stat, close

- RIO functions
  - rio_readn, rio_writen, rio_readinitb, rio_readlineb, rio_readnb
Review: Echo Server + Client Structure

1. **Start server (Server)**
   - `open_listenfd`

2. **Start client (Client)**
   - `open_clientfd`

3. **Exchange data**
   - `fgets`
   - `rio_readlineb`
   - `fputs`
   - `rio_readlineb`
   - `rio_writeback`
   - `close`
   - `EOF`

4. **Disconnect client**
   - `close`

5. **Drop client**
   - `close`
Sockets Interface

**Client**
- `getaddrinfo`
- `socket`
- `connect`
- `rio_readlineb`
- `rio_writen`
- `close`

**Server**
- `getaddrinfo`
- `socket`
- `bind`
- `listen`
- `accept`
- `rio_readlineb`
- `rio_writen`
- `close`

Client / Server Session

- `open_clientfd`
- `open_listendfd`

Await connection request from next client

Connection request
Socket Address Structures & getaddrinfo

- **Generic socket address:**
  - For address arguments to `connect`, `bind`, and `accept`
  - Necessary only because C did not have generic (`void *`) pointers when the sockets interface was designed
  - For casting convenience, we adopt the Stevens convention:
    ```c
    typedef struct sockaddr SA;
    ```
    ```c
    struct sockaddr {
        uint16_t sa_family; /* Protocol family */
        char sa_data[14]; /* Address data. */
    };
    ```

- `getaddrinfo` converts string representations of hostnames, host addresses, ports, service names to socket address structures
Socket Address Structures

- Internet (IPv4) specific socket address:
  - Must cast (struct sockaddr_in *) to (struct sockaddr *) for functions that take socket address arguments.

```c
struct sockaddr_in {
    uint16_t sin_family; /* Protocol family (always AF_INET) */
    uint16_t sin_port;  /* Port num in network byte order */
    struct in_addr sin_addr; /* IP addr in network byte order */
    unsigned char sin_zero[8]; /* Pad to sizeof(struct sockaddr) */
};
```

<table>
<thead>
<tr>
<th>sa_family</th>
<th>sin_family</th>
<th>sin_port</th>
<th>sin_addr</th>
</tr>
</thead>
<tbody>
<tr>
<td>AF_INET</td>
<td></td>
<td>0</td>
<td>0 0 0 0 0 0 0 0 0 0</td>
</tr>
</tbody>
</table>

**Family Specific**
Client

getaddrinfo

socket

connect

rio_readlineb

rio_writen

close

Server

getaddrinfo

socket

bind

listen

accept

rio_readlineb

rio_writen

close

SA list

open_clientfd

Connection request

open_listenfd

Await connection request from next client

Client / Server Session

Bryant and O'Hallaron, Computer Systems: A Programmer's Perspective, Third Edition
Sockets Interface: `socket`

- Clients and servers use the `socket` function to create a *socket descriptor*:
  ```c
  int socket(int domain, int type, int protocol)
  ```

- Example:
  ```c
  int clientfd = socket(AF_INET, SOCK_STREAM, 0);
  ```
  - Indicates that we are using 32-bit IPV4 addresses
  - Indicates that the socket will be the end point of a connection

Protocol specific! Best practice is to use `getaddrinfo` to generate the parameters automatically, so that code is protocol independent.
**Sockets Interface**

**Client**
- `getaddrinfo`
- `socket`
- `bind`
- `listen`
- `connect`
- `rio_readlineb`
- `rio_writen`
- `close`

**Server**
- `getaddrinfo`
- `socket`
- `bind`
- `listen`
- `accept`
- `rio_readlineb`
- `rio_writen`
- `close`

Open a client socket:
- `open_clientfd`

Open a server socket for listening:
- `open_listenfd`

**Await connection request from next client**
Sockets Interface: bind

- A server uses `bind` to ask the kernel to associate the server’s socket address with a socket descriptor:

```c
int bind(int sockfd, SA *addr, socklen_t addrlen);
```

Recall: `typedef struct sockaddr SA;`

- Process can read bytes that arrive on the connection whose endpoint is `addr` by reading from descriptor `sockfd`

- Similarly, writes to `sockfd` are transferred along connection whose endpoint is `addr`

Best practice is to use `getaddrinfo` to supply the arguments `addr` and `addrlen`. 
Sockets Interface

**Client**
- `getaddrinfo`
- `socket`
- `connect`
- `rio_readlineb`
- `rio_writen`
- `close`

**Server**
- `getaddrinfo`
- `socket`
- `bind`
- `listen`
- `accept`
- `rio_readlineb`
- `rio_writen`
- `close`

---

- `open_clientfd`
- `open_listenfd`
- `listenfd <-> SA`
- `Connection request`
- `Await connection request from next client`
Sockets Interface: `listen`

- By default, kernel assumes that descriptor from socket function is an *active socket* that will be on the client end of a connection.

- A server calls the `listen` function to tell the kernel that a descriptor will be used by a server rather than a client:

  ```
  int listen(int sockfd, int backlog);
  ```

- Converts `sockfd` from an active socket to a *listening socket* that can accept connection requests from clients.

- `backlog` is a hint about the number of outstanding connection requests that the kernel should queue up before starting to refuse requests.
Sockets Interface

Client

- `getaddrinfo`
- `socket`
- `connect`
- `rio_readlineb`
- `rio_writen`
- `close`

Server

- `getaddrinfo`
- `socket`
- `bind`
- `listen`
- `accept`
- `rio_readlineb`
- `rio_writen`
- `close`

open_clientfd

- `getaddrinfo`
- `socket`
- `connect`
- `rio_readlineb`
- `close`

 attain_clientfd

- `getaddrinfo`
- `socket`
- `bind`
- `listen`
- `accept`
- `rio_readlineb`
- `rio_writen`
- `close`

Connection request

Await connection request from next client
Sockets Interface: `accept`

- Servers wait for connection requests from clients by calling `accept`:
  ```c
  int accept(int listenfd, SA *addr, int *addrlen);
  ```

- Waits for connection request to arrive on the connection bound to `listenfd`, then fills in client’s socket address in `addr` and size of the socket address in `addrlen`.

- Returns a `connected descriptor` that can be used to communicate with the client via Unix I/O routines.
**Sockets Interface**

**Client**
- `getaddrinfo`
- `socket`
- `bind`
- `listen`
- `connect`
- `rio_readlineb`
- `rio_writen`
- `close`

**Server**
- `getaddrinfo`
- `socket`
- `bind`
- `listen`
- `accept`
- `rio_readlineb`
- `rio_writen`
- `close`

**Client / Server Session**
- `open_clientfd`
- `open_listenfd`
- `Await connection request from next client`
A client establishes a connection with a server by calling `connect`:

```c
int connect(int clientfd, SA *addr, socklen_t addrlen);
```

Attempts to establish a connection with server at socket address `addr`

- If successful, then `clientfd` is now ready for reading and writing.
- Resulting connection is characterized by socket pair
  
  \[(x:y, addr.sin_addr:addr.sin_port)\]

  - `x` is client address
  - `y` is ephemeral port that uniquely identifies client process on client host

Best practice is to use `getaddrinfo` to supply the arguments `addr` and `addrlen`. 
connect/accept Illustrated

1. Server blocks in accept, waiting for connection request on listening descriptor listenfd

2. Client makes connection request by calling and blocking in connect

3. Server returns connfd from accept. Client returns from connect. Connection is now established between clientfd and connfd
Connected vs. Listening Descriptors

- **Listening descriptor**
  - End point for client connection requests
  - Created once and exists for lifetime of the server

- **Connected descriptor**
  - End point of the connection between client and server
  - A new descriptor is created each time the server accepts a connection request from a client
  - Exists only as long as it takes to service client

- **Why the distinction?**
  - Allows for concurrent servers that can communicate over many client connections simultaneously
    - E.g., Each time we receive a new request, we fork a child to handle the request
Client

- getaddrinfo
- socket
- connect
- rio_readlineb
- rio_writen
- close

Server

- getaddrinfo
- socket
- bind
- listen
- accept
- rio_readlineb
- rio_writen
- close

open_clientfd

- listenfd
- accept
- rio_readlineb
- rio_writen
- close

The diagram illustrates the Sockets Interface for a client-server session. The client and server start by obtaining addresses using `getaddrinfo`. The server then creates a socket, binds it to an address, and listens for incoming connections. When a client connects, the server accepts the connection and sets up the `rio_readlineb` and `rio_writen` interfaces for data exchange. After the connection is closed, the server waits for the next client connection.
Client Session

- open_clientfd
- getaddrinfo
- socket
- connect
- rio_readlineb
- rio_writen
- close

Server Interface

- open_listenfd
- getaddrinfo
- socket
- bind
- listen
- accept
- rio_readlineb
- rio_writen
- close

Connection request from next client

Await connection request from next client
Sockets Helper: open_clientfd

■ Establish a connection with a server

```c
int open_clientfd(char *hostname, char *port) {
    int clientfd;
    struct addrinfo hints, *listp, *p;

    /* Get a list of potential server addresses */
    memset(&hints, 0, sizeof(struct addrinfo));
    hints.ai_socktype = SOCK_STREAM;  /* Open a connection */
    hints.ai_flags = AI_NUMERICSERV;  /* ...using numeric port arg. */
    hints.ai_flags |= AI_ADDRCONFIG;  /* Recommended for connections */
    Getaddrinfo(hostname, port, &hints, &listp);
}
```
Clients: walk this list, trying each socket address in turn, until the calls to `socket` and `connect` succeed.

Servers: walk the list until calls to `socket` and `bind` succeed.
/* Walk the list for one that we can successfully connect to */
for (p = listp; p; p = p->ai_next) {
    /* Create a socket descriptor */
    if ((clientfd = socket(p->ai_family, p->ai_socktype,
                            p->ai_protocol)) < 0)
        continue; /* Socket failed, try the next */

    /* Connect to the server */
    if (connect(clientfd, p->ai_addr, p->ai_addrlen) != -1)
        break; /* Success */
    Close(clientfd); /* Connect failed, try another */
}

/* Clean up */
Freeaddrinfo(listp);
if (!p) /* All connects failed */
    return -1;
else /* The last connect succeeded */
    return clientfd;
}
**Sockets Interface**

Client

1. `getaddrinfo`
2. `socket`
3. `connect`
4. `rio_readlineb`
5. `rio_writen`
6. `close`

Server

1. `getaddrinfo`
2. `socket`
3. `bind`
4. `listen`
5. `accept`
6. `rio_readlineb`
7. `rio_writen`
8. `close`

Client / Server Session

- `open_clientfd`
- `open_listenfd`
- `Connection request`
- `Await connection request from next client`

`getaddrinfo` is used to get address information.

`socket` is used to create a socket.

`bind` is used to bind a socket to an address.

`listen` is used to listen for incoming connections.

`accept` is used to accept incoming connections.

`connect` is used to connect to a server.

`rio_readlineb` is used to read a line of data.

`rio_writen` is used to write data.

`close` is used to close a connection.
Sockets Helper: open_listenfd

- Create a listening descriptor that can be used to accept connection requests from clients.

```c
int open_listenfd(char *port)
{
    struct addrinfo hints, *listp, *p;
    int listenfd, optval=1;

    /* Get a list of potential server addresses */
    memset(&hints, 0, sizeof(struct addrinfo));
    hints.ai_socktype = SOCK_STREAM;              /* Accept connect. */
    hints.ai_flags = AI_PASSIVE | AI_ADDRCONFIG;   /* ...on any IP addr */
    hints.ai_flags |= AI_NUMERICSERV;              /* ...using port no. */
    Getaddrinfo(NULL, port, &hints, &listp);
}
```
Sockets Helper: open_listenfd (cont)

```c
/* Walk the list for one that we can bind to */
for (p = listp; p; p = p->ai_next) {
    /* Create a socket descriptor */
    if ((listenfd = socket(p->ai_family, p->ai_socktype,
                           p->ai_protocol)) < 0)
        continue; /* Socket failed, try the next */

    /* Eliminates "Address already in use" error from bind */
    Setsockopt(listenfd, SOL_SOCKET, SO_REUSEADDR,
               (const void *)&optval, sizeof(int));

    /* Bind the descriptor to the address */
    if (bind(listenfd, p->ai_addr, p->ai_addrlen) == 0)
        break; /* Success */
    Close(listenfd); /* Bind failed, try the next */
}
```

csapp.c
Sockets Helper: open_listenfd (cont)

/* Clean up */
Freeaddrinfo(listp);
if (!p) /* No address worked */
    return -1;

/* Make it a listening socket ready to accept conn. requests */
if (listen(listenfd, LISTENQ) < 0) {
    Close(listenfd);
    return -1;
}
return listenfd;

Key point: open_clientfd and open_listenfd are both independent of any particular version of IP.
Testing Servers Using `telnet`

- The `telnet` program is invaluable for testing servers that transmit ASCII strings over Internet connections
  - Our simple echo server
  - Web servers
  - Mail servers

Usage:

- `linux> telnet <host> <portnumber>`
  - Creates a connection with a server running on `<host>` and listening on port `<portnumber>`
Testing the Echo Server With `telnet`

```
whaleshark> ./echoserveri 15213
Connected to (MAKOSHARK.ICS-CS.CMU.EDU, 50280)
server received 11 bytes
server received 8 bytes

makoshark> telnet whaleshark.ics.cs.cmu.edu 15213
Trying 128.2.210.175...
Escape character is '\]'.
Hi there!
Hi there!
Howdy!
Howdy!
\]
telnet> quit
Connection closed.
makoshark>
```
Web Server Basics

- Clients and servers communicate using the HyperText Transfer Protocol (HTTP)
  - Client and server establish TCP connection
  - Client requests content
  - Server responds with requested content
  - Client and server close connection (eventually)
- Current version is HTTP/1.1
  - RFC 2616, June, 1999.

http://www.w3.org/Protocols/rfc2616/rfc2616.html
Web Content

- **Web servers return** *content* **to clients**
  - *content*: a sequence of bytes with an associated MIME (Multipurpose Internet Mail Extensions) type

- **Example MIME types**
  - `text/html`  
    - HTML document
  - `text/plain`  
    - Unformatted text
  - `image/gif`  
    - Binary image encoded in GIF format
  - `image/png`  
    - Binary image encoded in PNG format
  - `image/jpeg`  
    - Binary image encoded in JPEG format

You can find the complete list of MIME types at:
[http://www.iana.org/assignments/media-types/media-types.xhtml](http://www.iana.org/assignments/media-types/media-types.xhtml)
The content returned in HTTP responses can be either *static* or *dynamic*

- **Static content**: content stored in files and retrieved in response to an HTTP request
  - Examples: HTML files, images, audio clips
  - Request identifies which content file
- **Dynamic content**: content produced on-the-fly in response to an HTTP request
  - Example: content produced by a program executed by the server on behalf of the client
  - Request identifies file containing executable code

Bottom line: *Web content is associated with a file that is managed by the server*
URLs and how clients and servers use them

- Unique name for a file: URL (Universal Resource Locator)
- Example URL: `http://www.cmu.edu:80/index.html`
- Clients use *prefix* (`http://www.cmu.edu:80`) to infer:
  - What kind (protocol) of server to contact (HTTP)
  - Where the server is (`www.cmu.edu`)
  - What port it is listening on (80)
- Servers use *suffix* (`/index.html`) to:
  - Determine if request is for static or dynamic content.
    - No hard and fast rules for this
    - One convention: executables reside in `cgi-bin` directory
  - Find file on file system
    - Initial “/” in suffix denotes home directory for requested content.
    - Minimal suffix is “/”, which server expands to configured default filename (usually, `index.html`)
HTTP Requests

- HTTP request is a request line, followed by zero or more request headers

**Request line:** `<method> <uri> <version>`
- `<method>` is one of GET, POST, OPTIONS, HEAD, PUT, DELETE, or TRACE
- `<uri>` is typically URL for proxies, URL suffix for servers
  - A URL is a type of URI (Uniform Resource Identifier)
- `<version>` is HTTP version of request (HTTP/1.0 or HTTP/1.1)

**Request headers:** `<header name>: <header data>`
- Provide additional information to the server
HTTP Responses

- HTTP response is a **response line** followed by zero or more **response headers**, possibly followed by **content**, with blank line ("\r\n") separating headers from content.

- **Response line:**
  ```plaintext```
  `<version> <status code> <status msg>`
  ```plaintext```
  - `<version>` is HTTP version of the response
  - `<status code>` is numeric status
  - `<status msg>` is corresponding English text
    - 200 OK Request was handled without error
    - 301 Moved Provide alternate URL
    - 404 Not found Server couldn’t find the file

- **Response headers:** `<header name>`: `<header data>`
  - Provide additional information about response
  - **Content-Type**: MIME type of content in response body
  - **Content-Length**: Length of content in response body
Example HTTP Transaction

```
whaleshark> telnet www.cmu.edu 80
Trying 128.2.42.52...
Connected to WWW-CMU-PROD-VIP.ANDREW.cmu.edu.
Escape character is '^[].
GET / HTTP/1.1
Host: www.cmu.edu

HTTP/1.1 301 Moved Permanently
Date: Wed, 05 Nov 2014 17:05:11 GMT
Location: http://www.cmu.edu/index.shtml

15c

15c

<HTML><HEAD>
...
</BODY></HTML>

0

Connection closed by foreign host.
```

- HTTP standard requires that each text line end with \"\r\n\".
- Blank line (\"\r\n\") terminates request and response headers.
Example HTTP Transaction, Take 2

whaleshark> telnet www.cmu.edu 80
Trying 128.2.42.52...
Connected to WWW-CMU-PROD-VIP.ANDREW.cmu.edu.
Escape character is '^]'.
GET /index.shtml HTTP/1.1
Host: www.cmu.edu

HTTP/1.1 200 OK
Date: Wed, 05 Nov 2014 17:37:26 GMT
Server: Apache/1.3.42 (Unix)
Transfer-Encoding: chunked

GET /index.shtml HTTP/1.1
Host: www.cmu.edu

HTTP/1.1 200 OK
Date: Wed, 05 Nov 2014 17:37:26 GMT
Server: Apache/1.3.42 (Unix)
Transfer-Encoding: chunked
Content-Type: text/html; charset=...
Quiz Time!

Check out:

https://canvas.cmu.edu/courses/1221
Tiny Web Server

- Tiny Web server described in text
  - Tiny is a sequential Web server
  - Serves static and dynamic content to real browsers
    - text files, HTML files, GIF, PNG, and JPEG images
  - 239 lines of commented C code
  - Not as complete or robust as a real Web server
    - You can break it with poorly-formed HTTP requests (e.g., terminate lines with "\n" instead of "\r\n")
Tiny Operation

- Accept connection from client
- Read request from client (via connected socket)
- Split into `<method> <uri> <version>`
  - If method not GET, then return error
- If URI contains “cgi-bin” then serve dynamic content
  - (Would do wrong thing if had file “abcgi-bingo.html”)
  - Fork process to execute program
- Otherwise serve static content
  - Copy file to output
Tiny Serving Static Content

```c
void serve_static(int fd, char *filename, int filesize)
{
    int srcfd;
    char *srcp, filetype[MAXLINE], buf[MAXBUF];

    /* Send response headers to client */
    get_filetype(filename, filetype);
    sprintf(buf, "HTTP/1.0 200 OK\r\n");
    sprintf(buf, "%sServer: Tiny Web Server\r\n", buf);
    sprintf(buf, "%sConnection: close\r\n", buf);
    sprintf(buf, "%sContent-length: %d\r\n", buf, filesize);
    sprintf(buf, "%sContent-type: %s\r\n\r\n", buf, filetype);
    Rio_writen(fd, buf, strlen(buf));

    /* Send response body to client */
    srcfd = Open(filename, O_RDONLY, 0);
    srcp = Mmap(0, filesize, PROT_READ, MAP_PRIVATE, srcfd, 0);
    Close(srcfd);
    Rio_writen(fd, srcp, filesize);
    Munmap(srcp, filesize);
}
tiny.c
```
Serving Dynamic Content

- Client sends request to server

- If request URI contains the string "/cgi-bin", the Tiny server assumes that the request is for dynamic content

GET /cgi-bin/env.pl HTTP/1.1
Serving Dynamic Content (cont)

- The server creates a child process and runs the program identified by the URI in that process.
Serving Dynamic Content (cont)

- The child runs and generates the dynamic content
- The server captures the content of the child and forwards it without modification to the client
Issues in Serving Dynamic Content

- How does the client pass program arguments to the server?
- How does the server pass these arguments to the child?
- How does the server pass other info relevant to the request to the child?
- How does the server capture the content produced by the child?
- These issues are addressed by the Common Gateway Interface (CGI) specification.
Because the children are written according to the CGI spec, they are often called *CGI programs*.

However, CGI really defines a simple standard for transferring information between the client (browser), the server, and the child process.

CGI is the original standard for generating dynamic content. Has been largely replaced by other, faster techniques:

- E.g., fastCGI, Apache modules, Java servlets, Rails controllers
- Avoid having to create process on the fly (expensive and slow).
The add.com Experience

```
Welcome to add.com: THE Internet addition portal.
The answer is: 15213 + 18213 = 33426
Thanks for visiting!
```

Output page

host

port

CGI program

arguments
Serving Dynamic Content With GET

- **Question:** How does the client pass arguments to the server?
- **Answer:** The arguments are appended to the URI

- Can be encoded directly in a URL typed to a browser or a URL in an HTML link
  - `adder` is the CGI program on the server that will do the addition.
  - argument list starts with “?”
  - arguments separated by “&”
  - spaces represented by “+” or “%20”
Serving Dynamic Content With GET

- URL suffix:
  - cgi-bin/adder?15213&18213

- Result displayed on browser:

  Welcome to add.com: THE Internet addition portal.
  
  The answer is: 15213 + 18213 = 33426
  
  Thanks for visiting!
Serving Dynamic Content With GET

- **Question:** How does the server pass these arguments to the child?
- **Answer:** In environment variable **QUERY_STRING**
  - A single string containing everything after the “?”
  - For add: **QUERY_STRING = “15213&18213”**

```c
/* Extract the two arguments */
if ((buf = getenv("QUERY_STRING")) != NULL) {
    p = strchr(buf, '&');
    *p = '\0';
    strcpy(arg1, buf);
    strcpy(arg2, p+1);
    n1 = atoi(arg1);
    n2 = atoi(arg2);
}
```

adder.c
Serving Dynamic Content with GET

- **Question:** How does the server capture the content produced by the child?
- **Answer:** The child generates its output on `stdout`. Server uses `dup2` to redirect `stdout` to its connected socket.

```c
void serve_dynamic(int fd, char *filename, char *cgiargs)
{
    char buf[MAXLINE], *emptylist[] = { NULL };

    /* Return first part of HTTP response */
    sprintf(buf, "HTTP/1.0 200 OK\r\n");
    Rio_writen(fd, buf, strlen(buf));
    sprintf(buf, "Server: Tiny Web Server\r\n");
    Rio_writen(fd, buf, strlen(buf));

    if (Fork() == 0) { /* Child */
        /* Real server would set all CGI vars here */
        setenv("QUERY_STRING", cgiargs, 1);
        Dup2(fd, STDOUT_FILENO); /* Redirect stdout to client */
        Execve(filename, emptylist, environ); /* Run CGI program */
    }
    Wait(NULL); /* Parent waits for and reaps child */
}
```
Serving Dynamic Content with GET

- Notice that only the CGI child process knows the content type and length, so it must generate those headers.

```c
/* Make the response body */
sprintf(content, "Welcome to add.com: ");
sprintf(content, "%sTHE Internet addition portal.\r\n<p>", content);
sprintf(content, "%sThe answer is: %d + %d = %d\r\n<p>",
        content, n1, n2, n1 + n2);
sprintf(content, "%sThanks for visiting!\r\n", content);

/* Generate the HTTP response */
printf("Content-length: %d\r\n", (int)strlen(content));
printf("Content-type: text/html\r\n\r\n");
printf("%s", content);
fflush(stdout);

exit(0);
```
### Serving Dynamic Content With GET

```plaintext
bash:makoshark> telnet whaleshark.ics.cs.cmu.edu 15213
Trying 128.2.210.175...
Escape character is '^]'.
GET /cgi-bin/adder?15213&18213 HTTP/1.0

HTTP/1.0 200 OK
Server: Tiny Web Server
Connection: close
Content-length: 117
Content-type: text/html

Welcome to add.com: THE Internet addition portal.
<p>The answer is: 15213 + 18213 = 33426
<p>Thanks for visiting!
Connection closed by foreign host.
bash:makoshark>
```
For More Information

  - THE network programming bible.

  - THE Linux programming bible.

- **Complete versions of all code in this lecture is available from the 213 schedule page.**
  - [http://www.cs.cmu.edu/~213/schedule.html](http://www.cs.cmu.edu/~213/schedule.html)
  - csapp.{.c,.h}, hostinfo.c, echoclient.c, echoserveri.c, tiny.c, adder.c
  - You can use any of this code in your assignments.
Additional slides
Web History

■ 1989:
  ▪ Tim Berners-Lee (CERN) writes internal proposal to develop a distributed hypertext system
    ▪ Connects “a web of notes with links”
    ▪ Intended to help CERN physicists in large projects share and manage information

■ 1990:
  ▪ Tim BL writes a graphical browser for Next machines
Web History (cont)

■ 1992
  ▪ NCSA server released
  ▪ 26 WWW servers worldwide

■ 1993
  ▪ Marc Andreessen releases first version of NCSA Mosaic browser
  ▪ Mosaic version released for (Windows, Mac, Unix)
  ▪ Web (port 80) traffic at 1% of NSFNET backbone traffic
  ▪ Over 200 WWW servers worldwide

■ 1994
  ▪ Andreessen and colleagues leave NCSA to form “Mosaic Communications Corp” (predecessor to Netscape)
HTTP Versions

- **Major differences between HTTP/1.1 and HTTP/1.0**
  - HTTP/1.0 uses a new connection for each transaction
  - HTTP/1.1 also supports *persistent connections*
    - multiple transactions over the same connection
    - Connection: Keep-Alive
  - HTTP/1.1 requires `HOST` header
    - Host: www.cmu.edu
    - Makes it possible to host multiple websites at single Internet host
  - HTTP/1.1 supports *chunked encoding*
    - Transfer-Encoding: chunked
  - HTTP/1.1 adds additional support for caching
GET Request to Apache Server  
From Firefox Browser

URI is just the suffix, not the entire URL

GET /~bryant/test.html HTTP/1.1
Host: www.cs.cmu.edu
User-Agent: Mozilla/5.0 (Windows; U; Windows NT 6.0; en-US; rv:1.9.2.11) Gecko/20101012 Firefox/3.6.11
Accept: text/html,application/xhtml+xml,application/xml;q=0.9,*/*;q=0.8
Accept-Language: en-us,en;q=0.5
Accept-Encoding: gzip, deflate
Accept-Charset: ISO-8859-1,utf-8;q=0.7,*;q=0.7
Keep-Alive: 115
Connection: keep-alive
CRLF (\r\n)
GET Response From Apache Server

HTTP/1.1 200 OK
Date: Fri, 29 Oct 2010 19:48:32 GMT
Server: Apache/2.2.14 (Unix) mod_ssl/2.2.14 OpenSSL/0.9.7m
mod_pubcookie/3.3.2b PHP/5.3.1
Accept-Ranges: bytes
Content-Length: 479
Keep-Alive: timeout=15, max=100
Connection: Keep-Alive
Content-Type: text/html
<html>
<head><title>Some Tests</title></head>
<body>
<h1>Some Tests</h1>
...
</body>
</html>
Data Transfer Mechanisms

- **Standard**
  - Specify total length with content-length
  - Requires that program buffer entire message

- **Chunked**
  - Break into blocks
  - Prefix each block with number of bytes (Hex coded)
Chunked Encoding Example

HTTP/1.1 200 OK
Date: Sun, 31 Oct 2010 20:47:48 GMT
Server: Apache/1.3.41 (Unix)
Keep-Alive: timeout=15, max=100
Connection: Keep-Alive
Transfer-Encoding: chunked
Content-Type: text/html

First Chunk: 0xd75 = 3445 bytes

```html
de75
<html>
<head>
  <link href="http://www.cs.cmu.edu/style/calendar.css" rel="stylesheet" type="text/css">
</head>
<body id="calendar_body">
  <div id='calendar'><table width='100%' border='0' cellspacing='1' id='cal'>
    ...
  </div>
</body>
</html>
```

Second Chunk: 0 bytes (indicates last chunk)
Proxies

- A proxy is an intermediary between a client and an origin server
  - To the client, the proxy acts like a server
  - To the server, the proxy acts like a client
Why Proxies?

- Can perform useful functions as requests and responses pass by
  - Examples: Caching, logging, anonymization, filtering, transcoding

Client A → Proxy cache → Origin Server

Client B

Request foo.html → Proxy cache → Request foo.html

foo.html

Fast inexpensive local network

Slower more expensive global network