NOTES

Chapter 30
An Example Socket Application

An Example Service

- Purpose
  - Count the number of times it is invoked
  - Return printable ASCII message
- Connection-oriented protocol
- Sequential execution (not concurrent)

An Example Client

- Open TCP connection to server
- Iterate until end-of-file
  - Receive text
  - Print characters received
- Close connection
- Exit

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Example Server

- Create socket and put in passive mode
- Iterate forever
  - Accept next connection, get new socket
  - Increment count and send text message
  - Close socket for connection
- Note:
  - The main socket remains open
  - Server never exists

Socket Calls in Client and Server

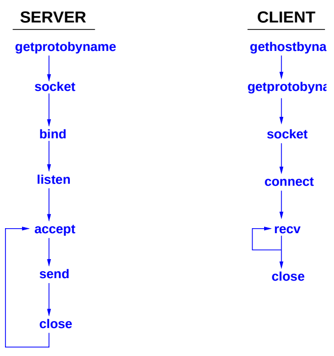

Figure 1: Calls by Client and Server

- Client closes socket after use
- Server never closes original socket