

CS150 - More Networking : Ch. 16

Note Title

4/25/2012

Last time

- Basic Networking

- Opening a connection : Socket

- Client-server model

↓ (host, port#)
connect (tuple)
send (data)
recv (#)

Basic Server (see code from yesterday)

An echo server :- waits for a connection.

Whatever is sent is simply repeated back.

How to code:

- Use TCP Server (on a particular port) and give it a way to "handle" connections.

- For our code: inherit from a class called BaseRequestHandler.

Here, self.request is the socket, so we can send/receive & decide what to do.

Today: A More interesting example

A Basic Web Server.

When a client connects, will send
'GET file.html'

Our job (as a server) is to send
that web page back.

So:

- take request & split it
- open & read the file
- send the file back
- if error, send that info back

Coding a webserver
(see code)

Another example: A Math Server

Client:

- Send basic math queries
- Wait for response ✓

Server:

- Wait for query
- Calculate answer
- Send it back

Note: Need a format for messages,
so client knows what to send &
server knows how to process.