

15-213

“The course that gives CMU its Zip!”

Network Programming

April 11, 2008

Topics

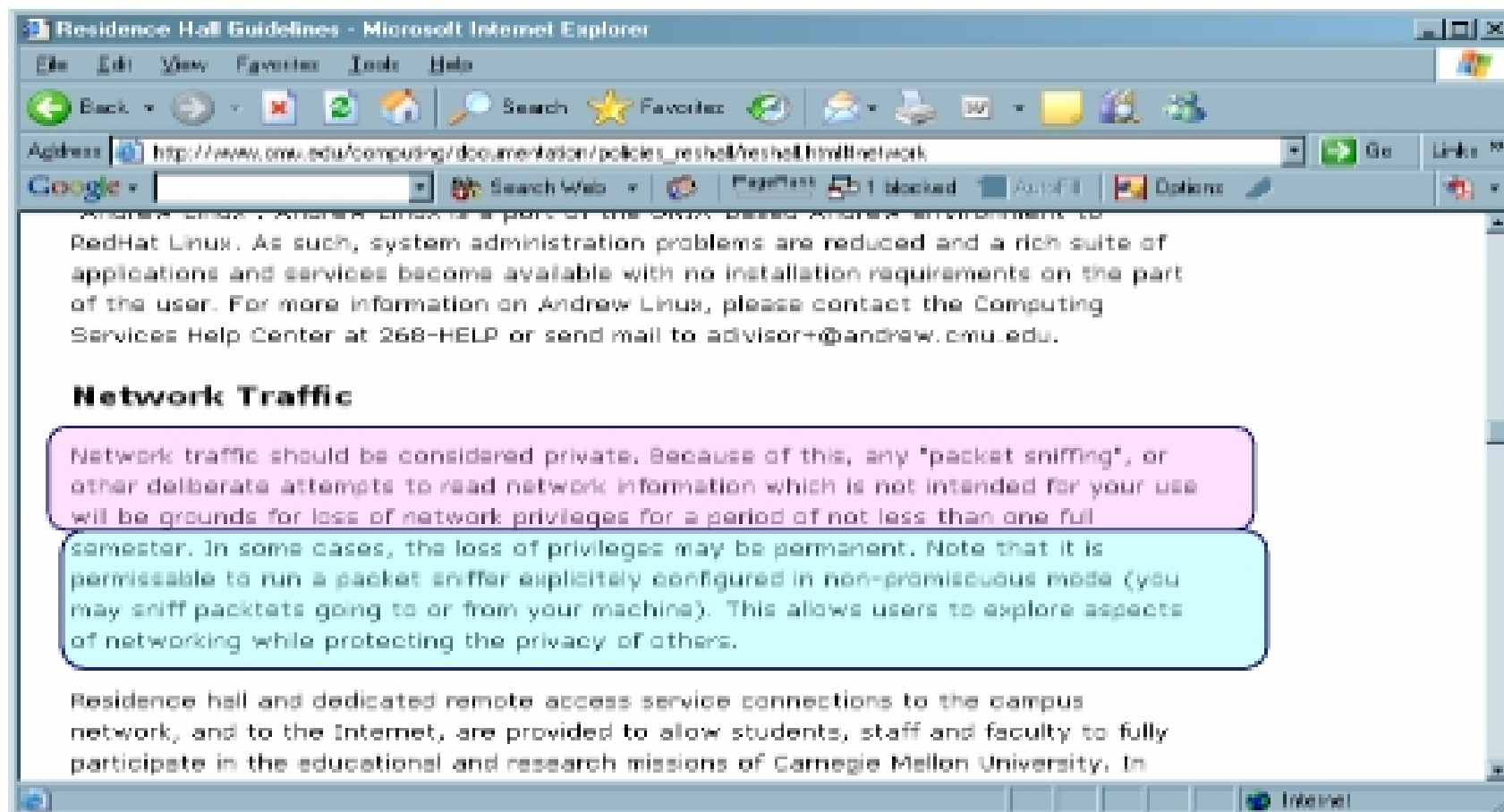
- Peeking at Internet traffic
- Programmer’s view of the Internet (review)
- Sockets interface
- Writing clients and servers
- Understanding protocol

Packet Sniffing

Program That Records Network Traffic Visible at Node

■ Promiscuous Mode

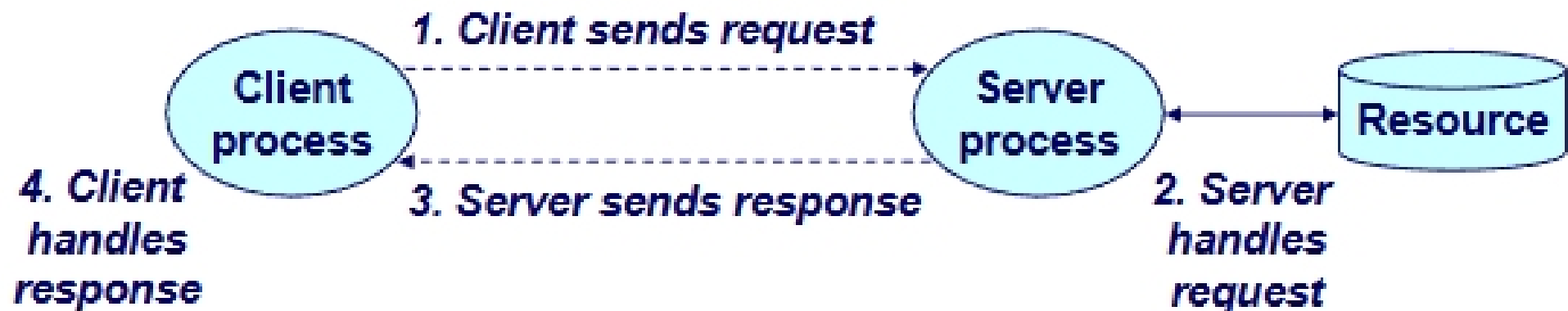
- Record traffic that does not have this host as source or destination



A Client-Server Transaction

Most network applications are based on the client-server model:

- A **server** process and one or more **client** processes
- Server manages some **resource**.
- Server provides **service** by manipulating resource for clients.



Note: clients and servers are processes running on hosts (can be the same or different hosts).