

TCP certainly!

UDP why not?

RPC Hum---

CORBA !?

/etc/hosts
127.0.0.1 localhost debian [---]

echo 7/tcp
echo 7/udp
[---]

tcp 6 TCP
udp 17 UDP
[---]

/etc/protocols

/etc/rpc
nfs 100003 nfsprog

hostent *

gethostbyname (const char * name)

gethostbyaddr (const char * addr

int len,

int type /* AF_INET */
)

servent *

getservbyname (const char * name, const char * proto)

getservbyport (int port, const char * proto)

```
struct hostent
```

```
{  
    char * h_name;  
    char ** h_aliases;  
    (*) int h_addrtype; [=AF_INET]  
    int h_length;  
    char ** h_addr_list;  
};
```

```
#define (*) h_addr h_addr_list[0]
```

```
struct servent
```

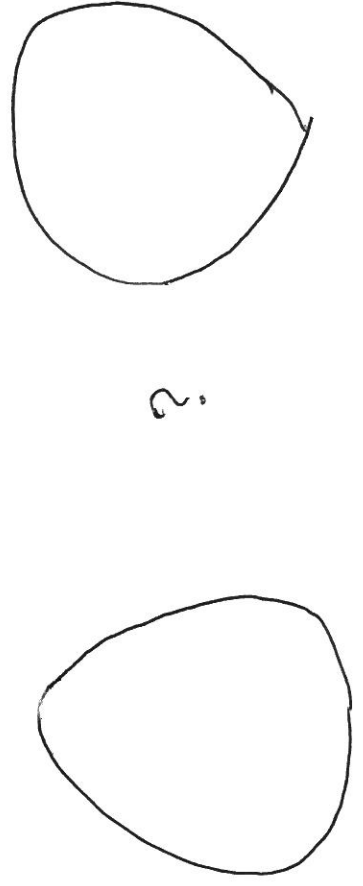
```
{  
    char * s_name;  
    char ** s_aliases;  
    (*) int s_port;  
    char * s_proto;  
};
```

```
struct sockaddr_in
```

```
{  
    sa_family_t sin_family;  
    in_int_t sin_port;  
    struct in_addr sin_addr;  
};
```

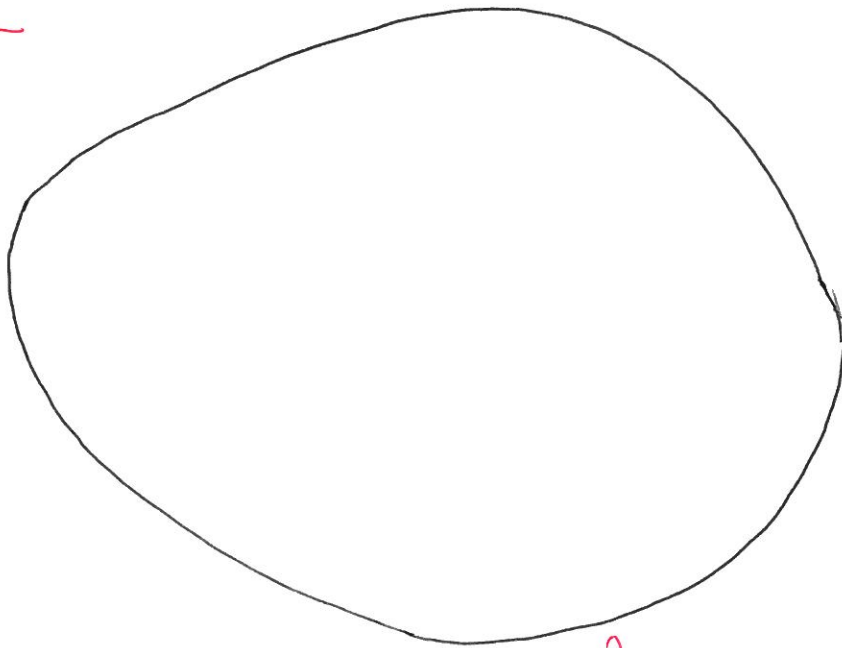
int inet_aton (const char * cp, struct in_addr * ip)

struct in_addr inet_makeaddr (int net, int host)



Oeuf posé sur le gros bout

"petit bout istes"

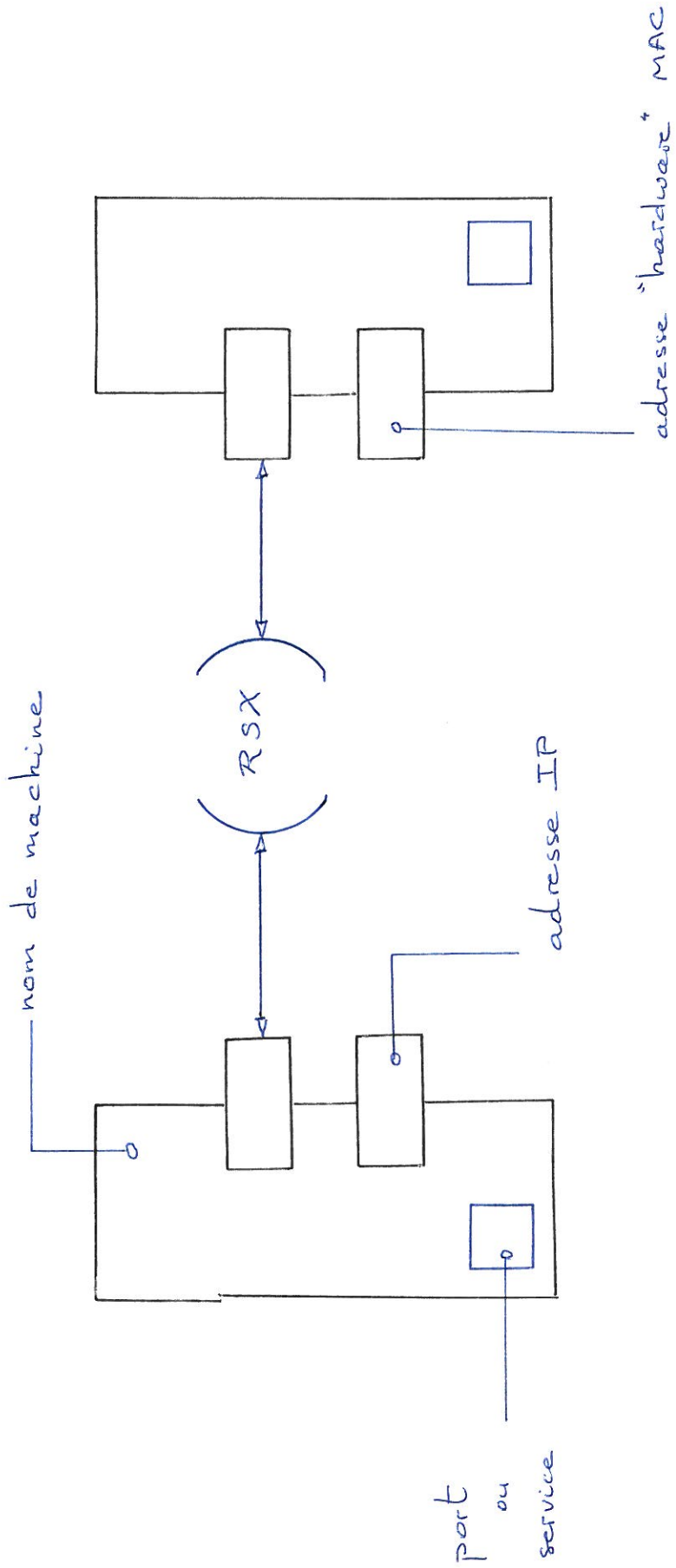


┌───┐ ┌───┐
octet/bit octet/bit
de poids de poids
forte faible

"gros bout istes"

┌───┐ ┌───┐
octet/bit octet/bit
de poids de poids
faible forte

Oeuf posé sur le petit bout



SERVEUR

bind

listen

accept

≠ 2 sockets !!

ensuite,
fonctionnement
coordonné

CLIENT

socket

[bind]

connect

≠ 1 seul socket !!

int shutdown (int the Conversation, int how)

SHUT_RD ou
SHUT_WR ou
SHUT_RDWR



TCP - Côté serveur - Java

```
ServerSocket (
    int port
    [ , int backlog
    [ , InetAddress bindAddr ]
)
```

```
Socket (
    InetAddress host, int port
    ou
    String localAddr
    [ , InetAddress localAddr
    int localPort ]
)
```