

# EE309 Advanced Programming Techniques for EE

## Lecture 13: Network programming 2

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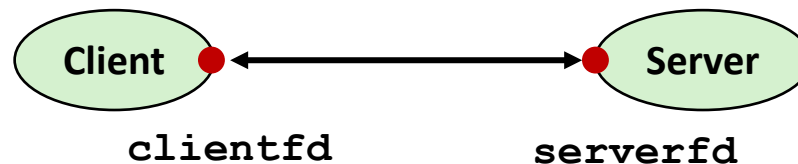
[Slides from 15-213: Introduction to Computer Systems at CMU]

# Today

- **Material we didn't get to yesterday**
  - Transmitting data using sockets
  - Socket addresses
  - `getaddrinfo`
- **Setting up connections**
- **Application protocol example: HTTP**

# Sockets

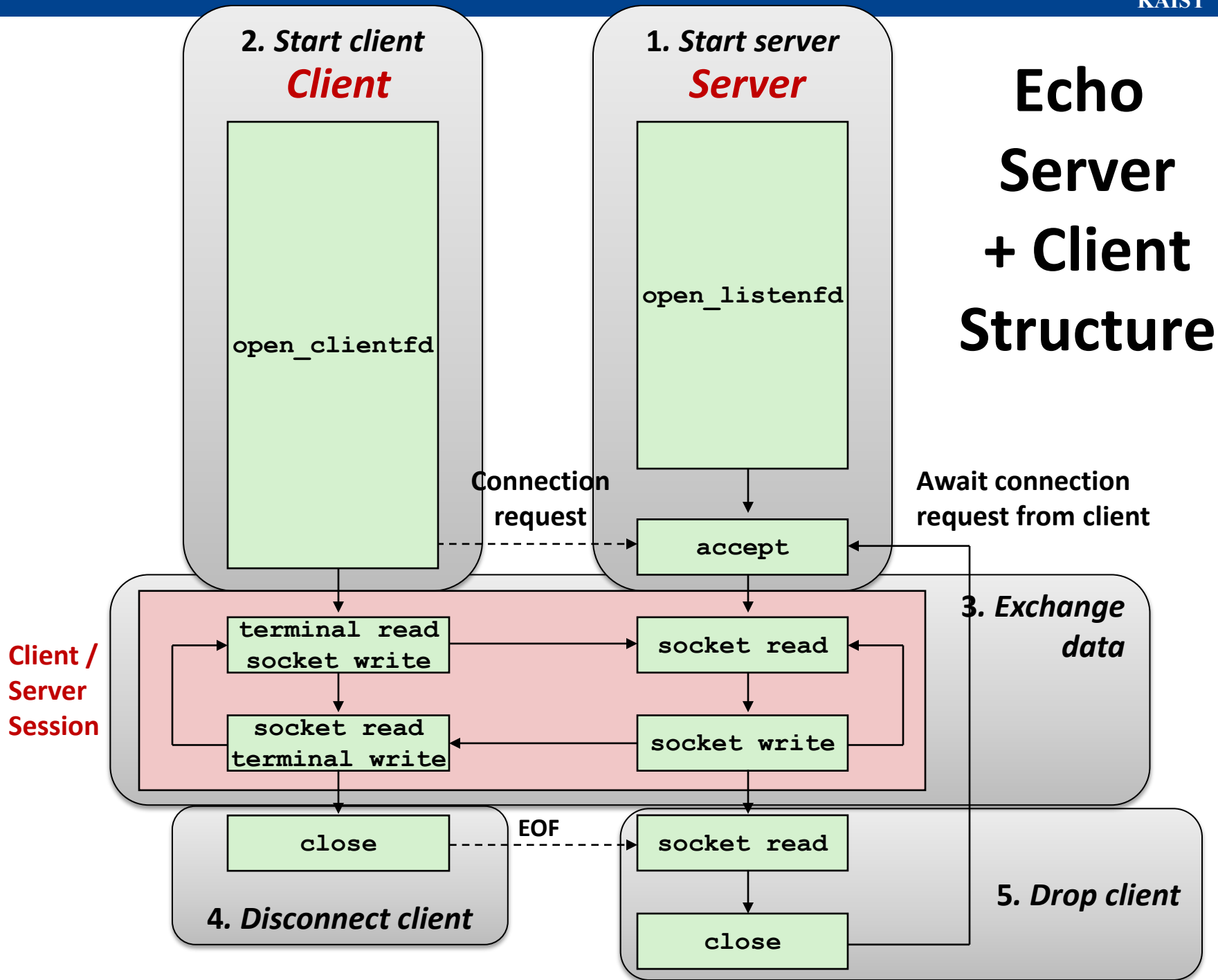
- **What is a socket?**
  - To the kernel, a socket is an endpoint of communication
  - To an application, a socket is a file descriptor that lets the application read/write from/to the network
  - Using the FD abstraction lets you reuse code & interfaces
- **Clients and servers communicate with each other by reading from and writing to socket descriptors**



- **The main distinction between regular file I/O and socket I/O is how the application “opens” the socket descriptors**

# Socket Programming Example

- **Echo server and client**
- **Server**
  - Accepts connection request
  - Repeats back lines as they are typed
- **Client**
  - Requests connection to server
  - Repeatedly:
    - Read line from terminal
    - Send to server
    - Read reply from server
    - Print line to terminal



# Recall: Unbuffered RIO Input/Output

- Same interface as Unix `read` and `write`
- Especially useful for transferring data on network sockets

```
#include "csapp.h"
```

```
ssize_t rio_readn(int fd, void *usrbuf, size_t n);  
ssize_t rio_writen(int fd, void *usrbuf, size_t n);
```

Return: num. bytes transferred if OK, 0 on EOF (`rio_readn` only), -1 on error

- `rio_readn` returns short count only if it encounters EOF
  - Only use it when you know how many bytes to read
- `rio_writen` never returns a short count
- Calls to `rio_readn` and `rio_writen` can be interleaved arbitrarily on the same descriptor

# Recall: Buffered RIO Input Functions

- Efficiently read text lines and binary data from a file partially cached in an internal memory buffer

```
#include "csapp.h"

void rio_readinitb(rio_t *rp, int fd);

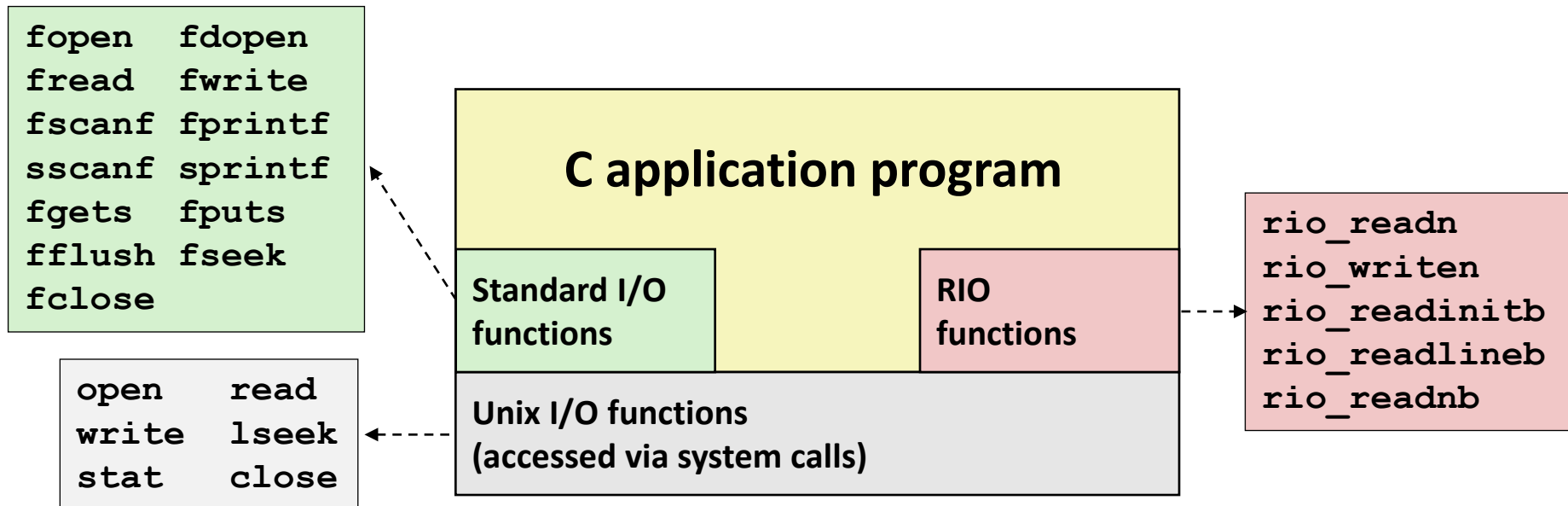
ssize_t rio_readlineb(rio_t *rp, void *usrbuf, size_t maxlen);
ssize_t rio_readnb(rio_t *rp, void *usrbuf, size_t n);
```

Return: num. bytes read if OK, 0 on EOF, -1 on error

- **rio\_readlineb** reads a *text line* of up to **maxlen** bytes from file **fd** and stores the line in **usrbuf**
  - Especially useful for reading text lines from network sockets
- Stopping conditions
  - **maxlen** bytes read
  - EOF encountered
  - Newline ('\n') encountered

# Today: Unix I/O, C Standard I/O, and RIO

- Two *incompatible* libraries building on Unix I/O
- Robust I/O (RIO): 213 special wrappers  
**good coding practice:** handles error checking, signals, and “short counts”





# The RIO Package (213/CS:APP Package)

- RIO is a set of wrappers that provide efficient and robust I/O in apps, such as network programs that are subject to short counts
- RIO provides two different kinds of functions
  - Unbuffered input and output of binary data
    - `rio_readn` and `rio_writen`
  - Buffered input of text lines and binary data
    - `rio_readlineb` and `rio_readnb`
    - Buffered RIO routines are thread-safe and can be interleaved arbitrarily on the same descriptor
- Download from <http://csapp.cs.cmu.edu/3e/code.html>
  - `src/csapp.c` and `include/csapp.h`

# Implementation of `rio_readn`

```
/*
 * rio_readn - Robustly read n bytes (unbuffered)
 */
ssize_t rio_readn(int fd, void *usrbuf, size_t n)
{
    size_t nleft = n;
    ssize_t nread;
    char *bufp = usrbuf;

    while (nleft > 0) {
        if ((nread = read(fd, bufp, nleft)) < 0) {
            if (errno == EINTR) /* Interrupted by sig handler return */
                nread = 0;      /* and call read() again */
            else
                return -1;     /* errno set by read() */
        }
        else if (nread == 0)
            break;             /* EOF */
        nleft -= nread;
        bufp += nread;
    }
    return (n - nleft);       /* Return >= 0 */
}
```

# Echo Client: Main Routine

```
#include "csapp.h"

int main(int argc, char **argv)
{
    int clientfd;
    char *host, *port, buf[MAXLINE];
    rio_t rio;

    host = argv[1];
    port = argv[2];

    clientfd = Open_clientfd(host, port);
    Rio_readinitb(&rio, clientfd);

    while (Fgets(buf, MAXLINE, stdin) != NULL) {
        Rio_writen(clientfd, buf, strlen(buf));
        Rio_readlineb(&rio, buf, MAXLINE);
        Fputs(buf, stdout);
    }
    Close(clientfd);
    exit(0);
}
```

echoclient.c

# Echo Server: echo function

- The server uses RIO to read and echo text lines until EOF (end-of-file) condition is encountered.
  - EOF condition caused by client calling `close(clientfd)`

```
void echo(int connfd)
{
    size_t n;
    char buf[MAXLINE];
    rio_t rio;

    Rio_readinitb(&rio, connfd);
    while((n = Rio_readlineb(&rio, buf, MAXLINE)) != 0) {
        printf("server received %d bytes\n", (int)n);
        Rio_writen(connfd, buf, n);
    }
}
```

echo.c

# Socket Address Structures

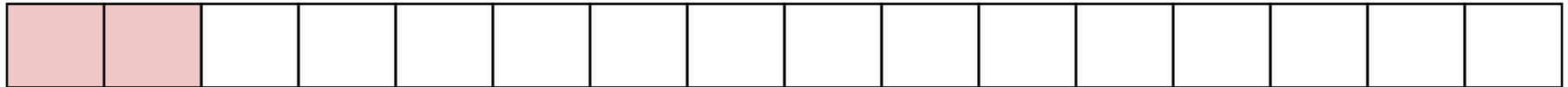
## ■ Generic socket address:

- For address arguments to **connect**, **bind**, and **accept** (*next lecture*)
- In C++ this would be an abstract base class
- For casting convenience, we adopt the Stevens convention:

```
typedef struct sockaddr SA;
```

```
struct sockaddr {  
    uint16_t  sa_family;    /* Protocol family */  
    char      sa_data[14]; /* Address data */  
};
```

sa\_family



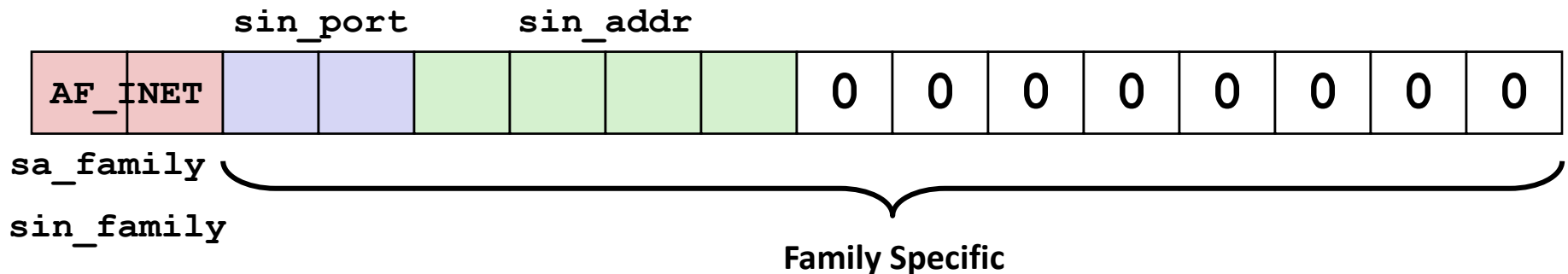
Family Specific

# Socket Address Structures

## ■ Internet (IPv4) specific socket address:

- Must cast (`struct sockaddr_in *`) to (`struct sockaddr *`) for functions that take socket address arguments.

```
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) */
};
```



# Host and Service Conversion: `getaddrinfo`

- `getaddrinfo` is the modern way to convert string representations of hostnames, host addresses, ports, and service names to socket address structures.
  - Replaces obsolete `gethostbyname` and `getservbyname` funcs.
- **Advantages:**
  - Reentrant (can be safely used by threaded programs).
  - Allows us to write portable protocol-independent code
    - Works with both IPv4 and IPv6
- **Disadvantages**
  - Somewhat complex
  - Fortunately, a small number of usage patterns suffice in most cases.

# Host and Service Conversion: `getaddrinfo`

```
int getaddrinfo(const char *host,          /* Hostname or address */
               const char *service,      /* Port or service name */
               const struct addrinfo *hints, /* Input parameters */
               struct addrinfo **result); /* Output linked list */

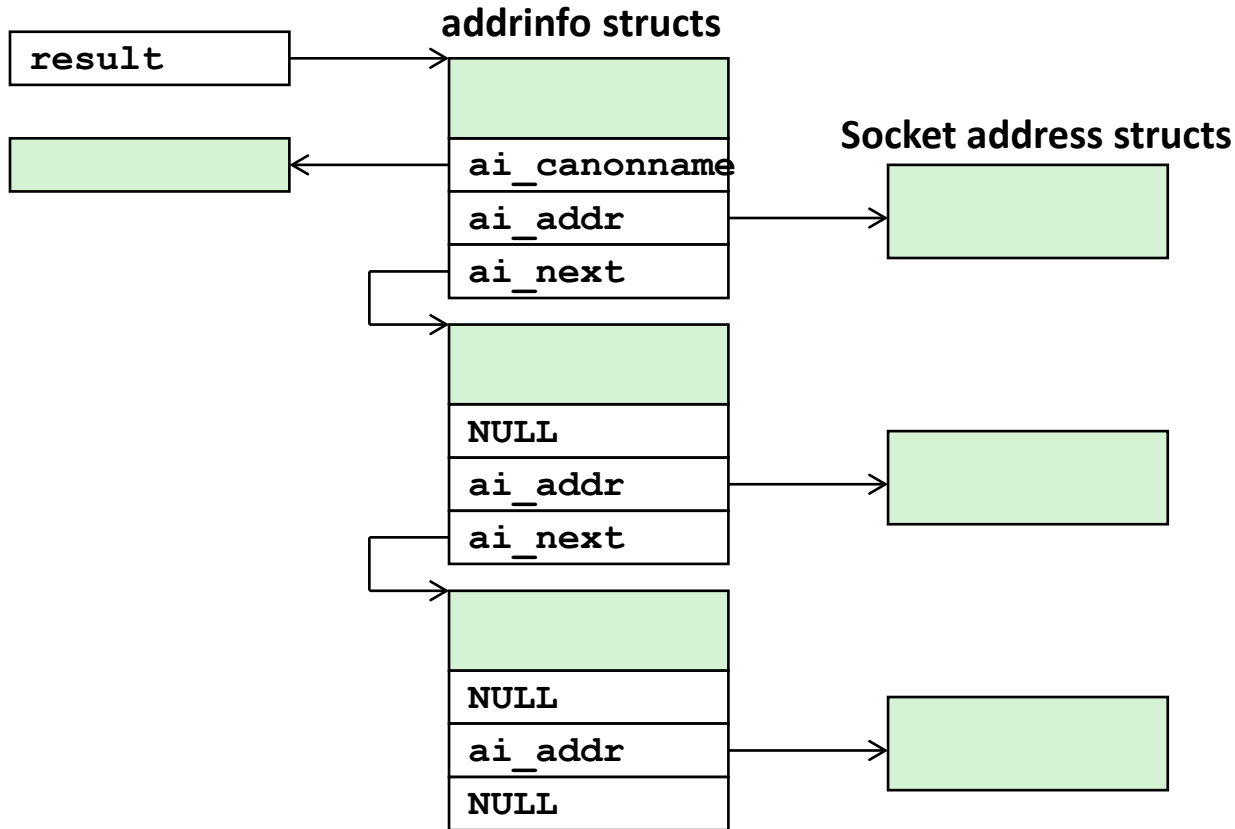
void freeaddrinfo(struct addrinfo *result); /* Free linked list */

const char *gai_strerror(int errcode);    /* Return error msg */
```

- Given `host` and `service`, `getaddrinfo` returns `result` that points to a linked list of `addrinfo` structs, each of which points to a corresponding socket address struct, and which contains arguments for the sockets interface functions.
- **Helper functions:**
  - `freeaddrinfo` frees the entire linked list.
  - `gai_strerror` converts error code to an error message.



# Linked List Returned by getaddrinfo



# addrinfo Struct

```
struct addrinfo {
    int          ai_flags;      /* Hints argument flags */
    int          ai_family;    /* First arg to socket function */
    int          ai_socktype;  /* Second arg to socket function */
    int          ai_protocol;  /* Third arg to socket function */
    char         *ai_canonname; /* Canonical host name */
    size_t       ai_addrlen;   /* Size of ai_addr struct */
    struct sockaddr *ai_addr;  /* Ptr to socket address structure */
    struct addrinfo *ai_next;  /* Ptr to next item in linked list */
};
```

- Each `addrinfo` struct returned by `getaddrinfo` contains arguments that can be passed directly to `socket` function.
- Also points to a socket address struct that can be passed directly to `connect` and `bind` functions .

(`socket`, `connect`, `bind` to be discussed next)

# Host and Service Conversion: `getnameinfo`

- `getnameinfo` is the inverse of `getaddrinfo`, converting a socket address to the corresponding host and service.
  - Replaces obsolete `gethostbyaddr` and `getservbyport` funcs.
  - Reentrant and protocol independent.

```
int getnameinfo(const SA *sa, socklen_t salen, /* In: socket addr */
               char *host, size_t hostlen, /* Out: host */
               char *serv, size_t servlen, /* Out: service */
               int flags); /* optional flags */
```

# Conversion Example

```
#include "csapp.h"

int main(int argc, char **argv)
{
    struct addrinfo *p, *listp, hints;
    char buf[MAXLINE];
    int rc, flags;

    /* Get a list of addrinfo records */
    memset(&hints, 0, sizeof(struct addrinfo));
    hints.ai_family = AF_INET;          /* IPv4 only */
    hints.ai_socktype = SOCK_STREAM; /* Connections only */
    if ((rc = getaddrinfo(argv[1], NULL, &hints, &listp)) != 0) {
        fprintf(stderr, "getaddrinfo error: %s\n", gai_strerror(rc));
        exit(1);
    }
}
```

hostinfo.c

# Conversion Example (cont)

```
/* Walk the list and display each IP address */
flags = NI_NUMERICHOST; /* Display address instead of name */
for (p = listp; p; p = p->ai_next) {
    Getnameinfo(p->ai_addr, p->ai_addrlen,
                buf, MAXLINE, NULL, 0, flags);
    printf("%s\n", buf);
}

/* Clean up */
Freeaddrinfo(listp);

exit(0);
}
```

hostinfo.c

# Running hostinfo

```
whaleshark> ./hostinfo localhost  
127.0.0.1
```

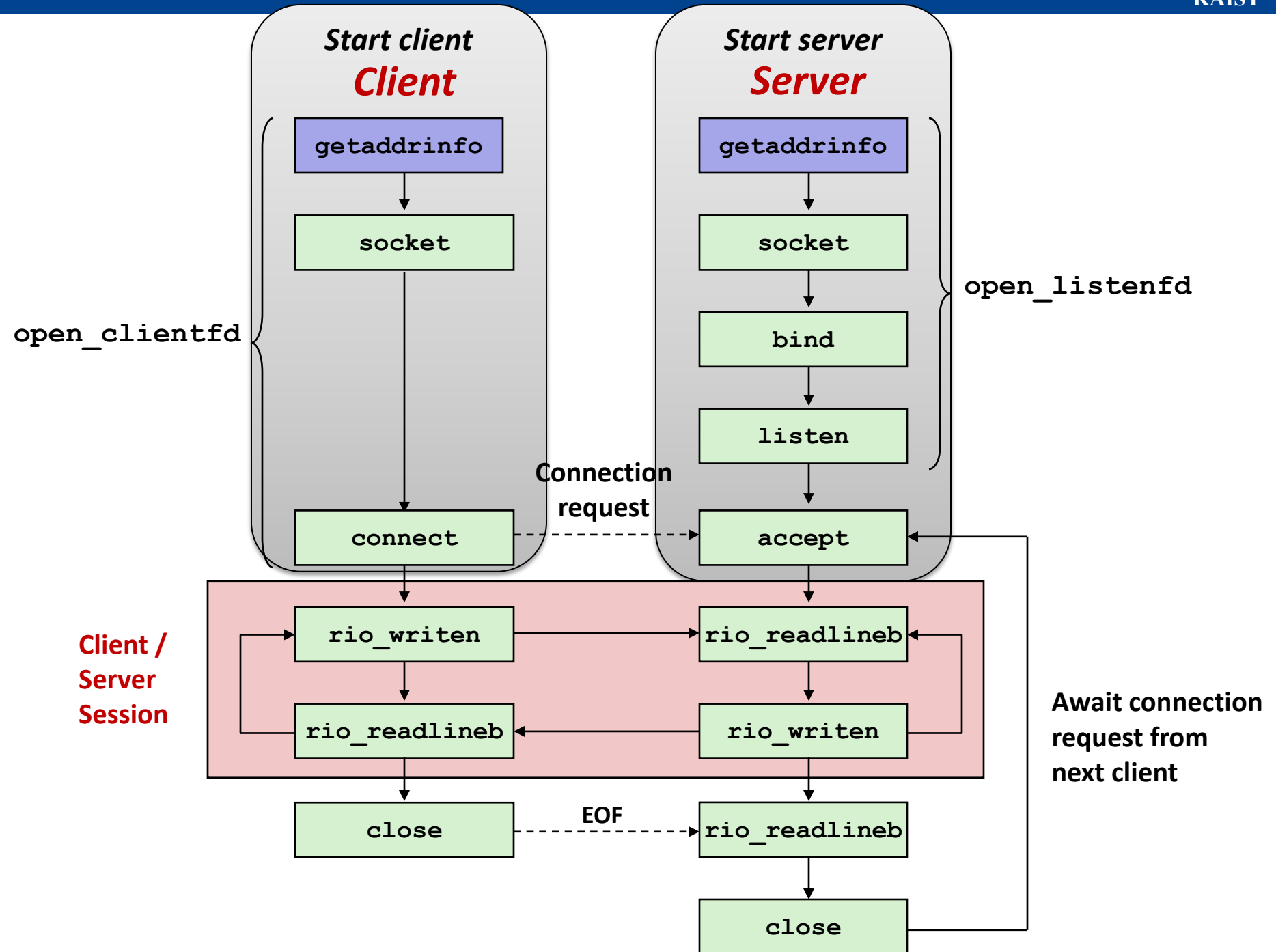
```
whaleshark> ./hostinfo whaleshark.ics.cs.cmu.edu  
128.2.210.175
```

```
whaleshark> ./hostinfo twitter.com  
199.16.156.230  
199.16.156.38  
199.16.156.102  
199.16.156.198
```

```
whaleshark> ./hostinfo google.com  
172.217.15.110  
2607:f8b0:4004:802::200e
```

# Today

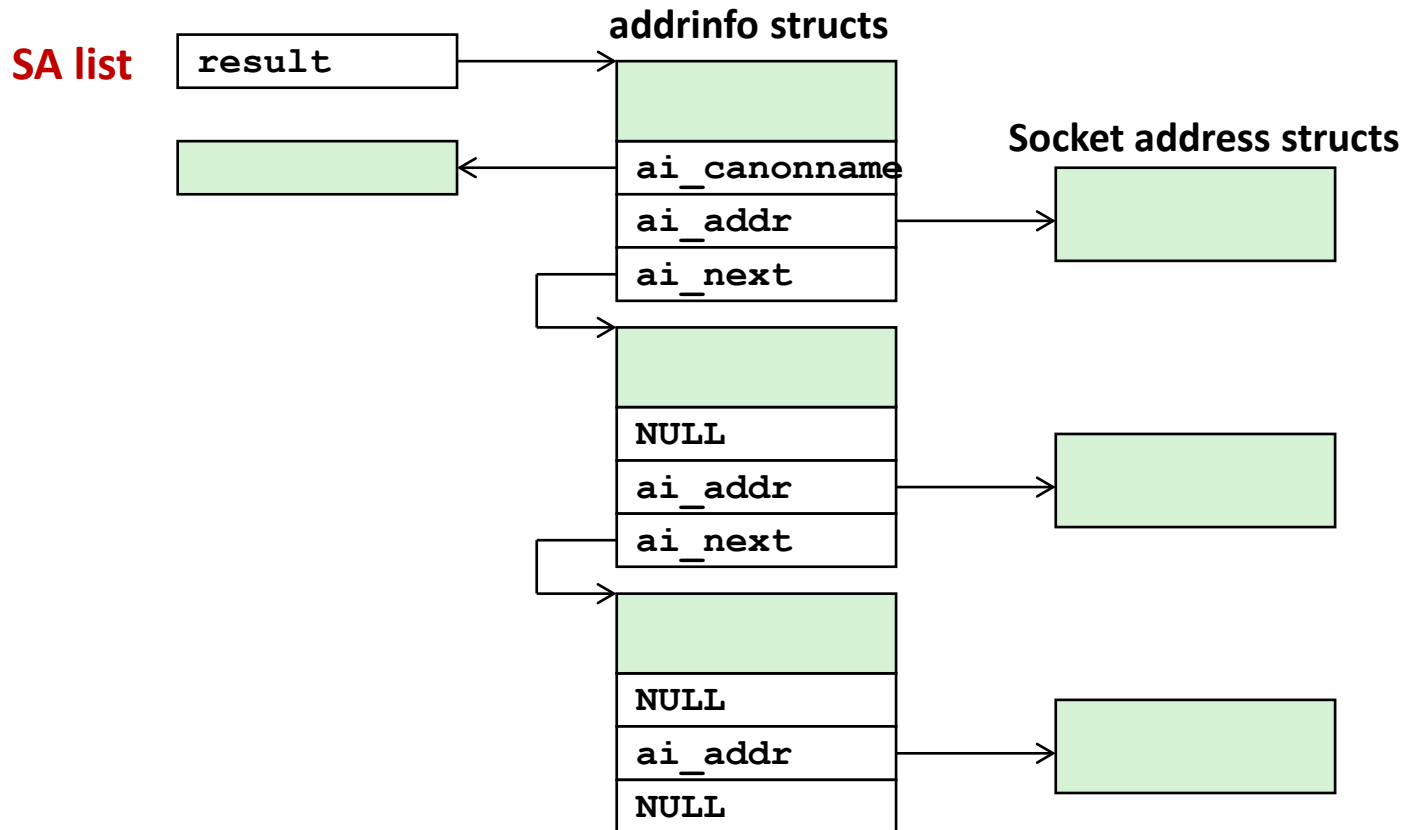
- Questions from yesterday
- Material we didn't get to yesterday
  - Transmitting data using sockets
  - Socket addresses
  - `getaddrinfo`
- **Setting up connections**
- Application protocol example: HTTP

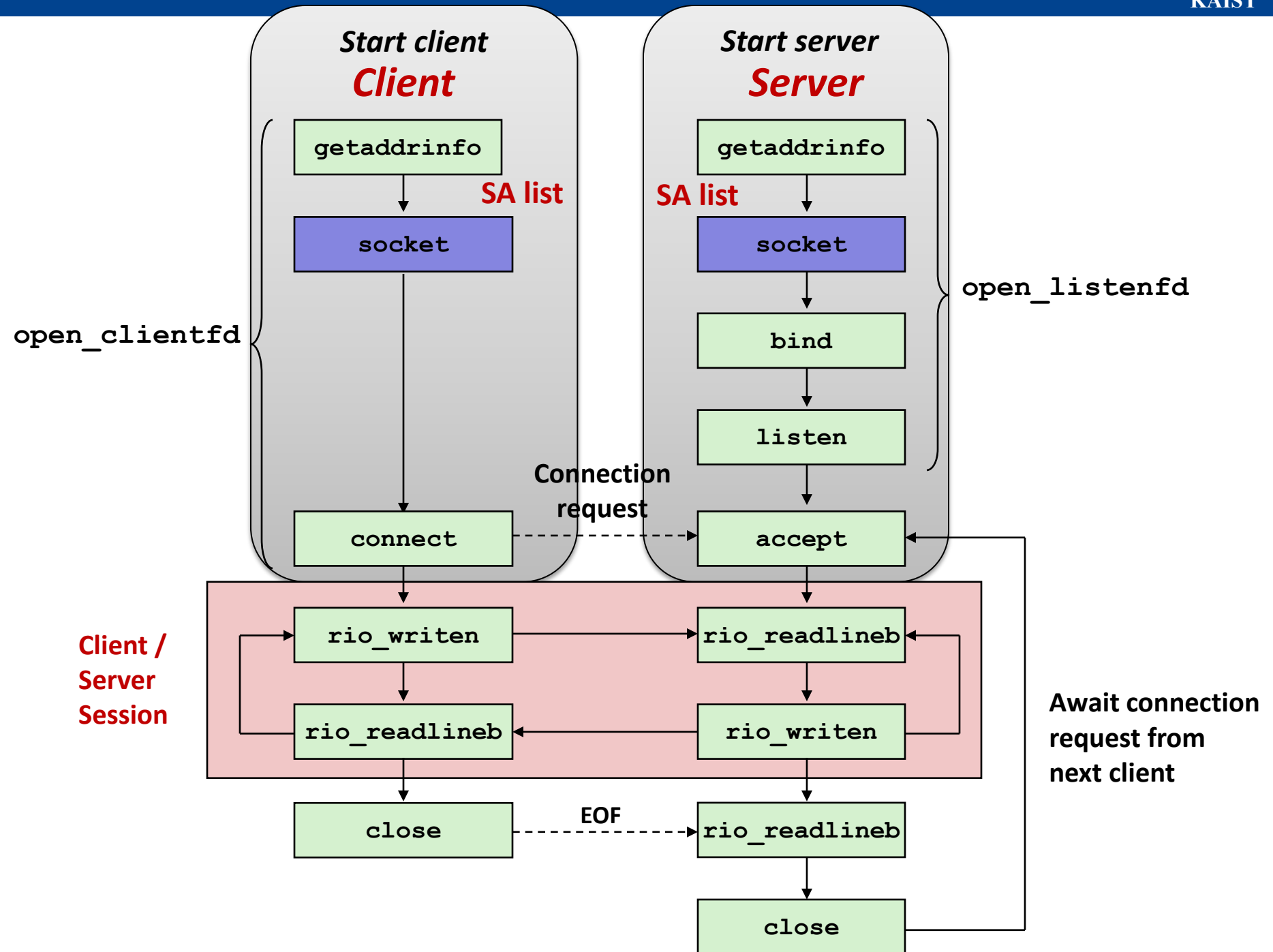




# Review: getaddrinfo

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





# Sockets Interface: `socket`

- Clients and servers use the `socket` function to create a *socket descriptor*:

```
int socket(int domain, int type, int protocol)
```

- Example:

```
int clientfd = socket(AF_INET, SOCK_STREAM, 0);
```

*Protocol specific!*

Indicates that we are using  
32-bit IPV4 addresses

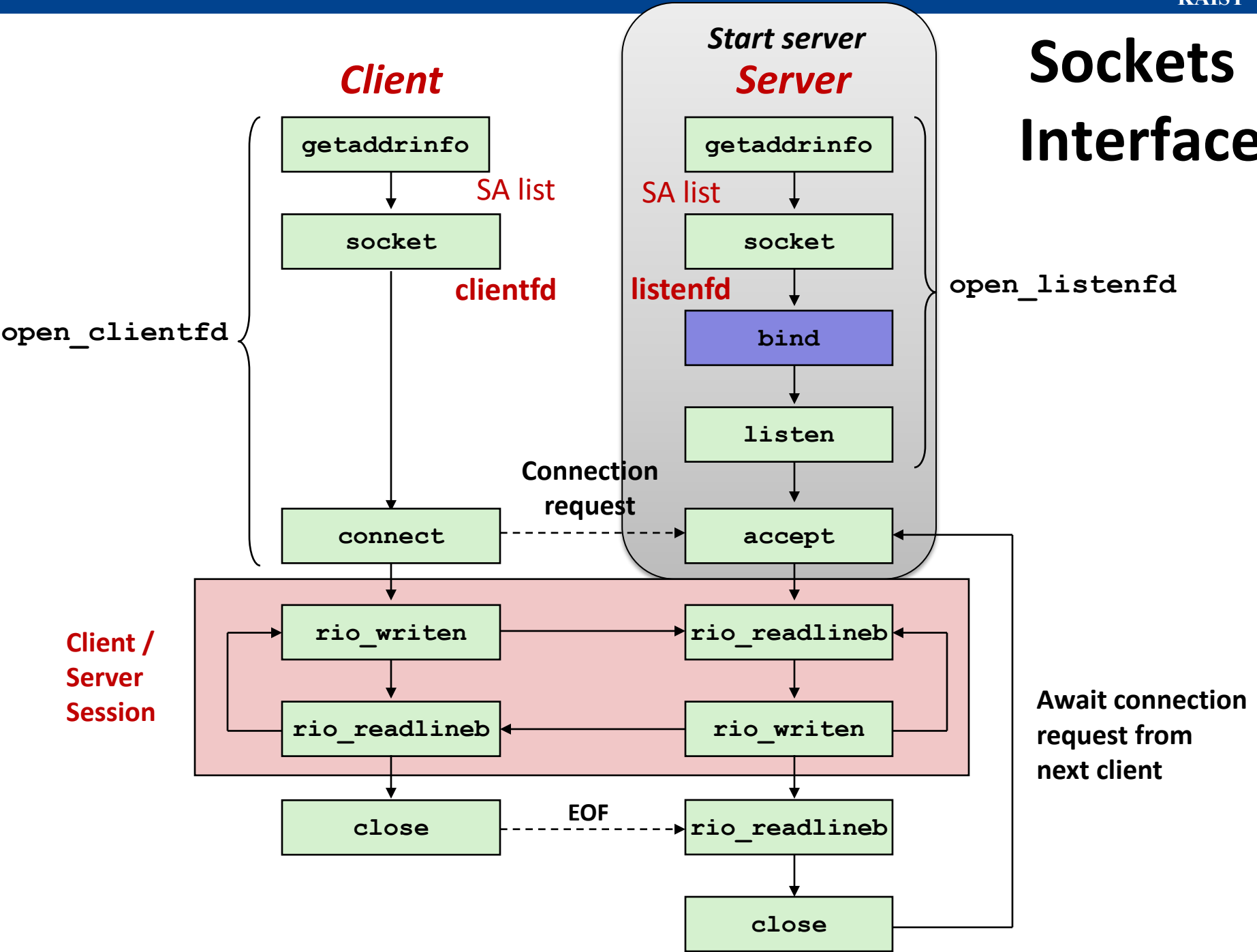
Indicates that the socket  
will be the end point of a  
reliable (TCP) connection

- Example:

```
int clientfd = socket(ai->ai_family, ai->ai_socktype,  
ai->ai_protocol);
```

*Use `getaddrinfo` and you don't have  
to know or care which protocol!*

# Sockets Interface



# Sockets Interface: `bind`

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

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

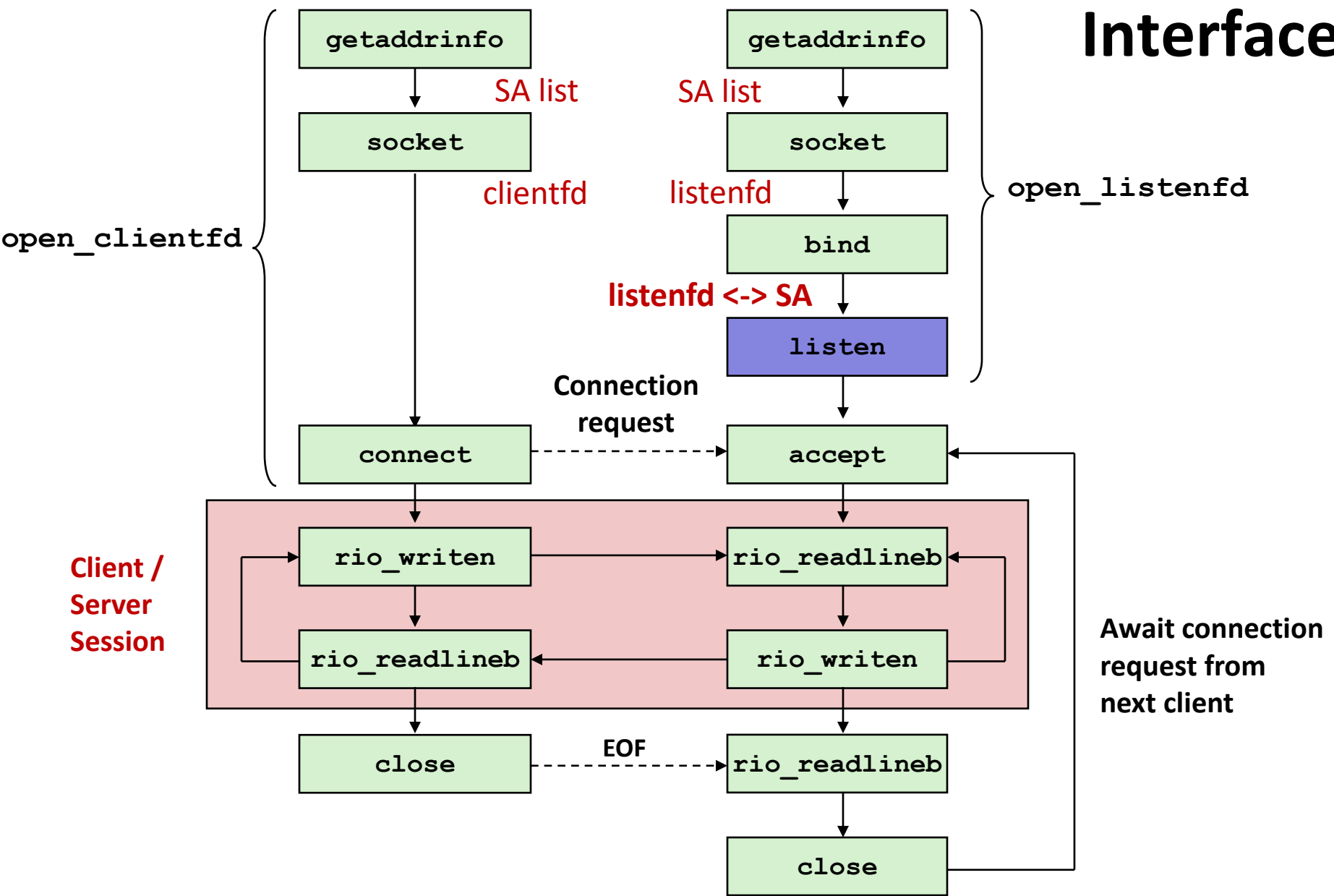
Our convention: `typedef struct sockaddr SA;`

- 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**

**Server**



# Sockets Interface: `listen`

- Kernel assumes that descriptor from `socket` function is an *active socket* that will be on the client end
- A server calls the `listen` function to tell the kernel that a descriptor will be used by a server rather than a client:

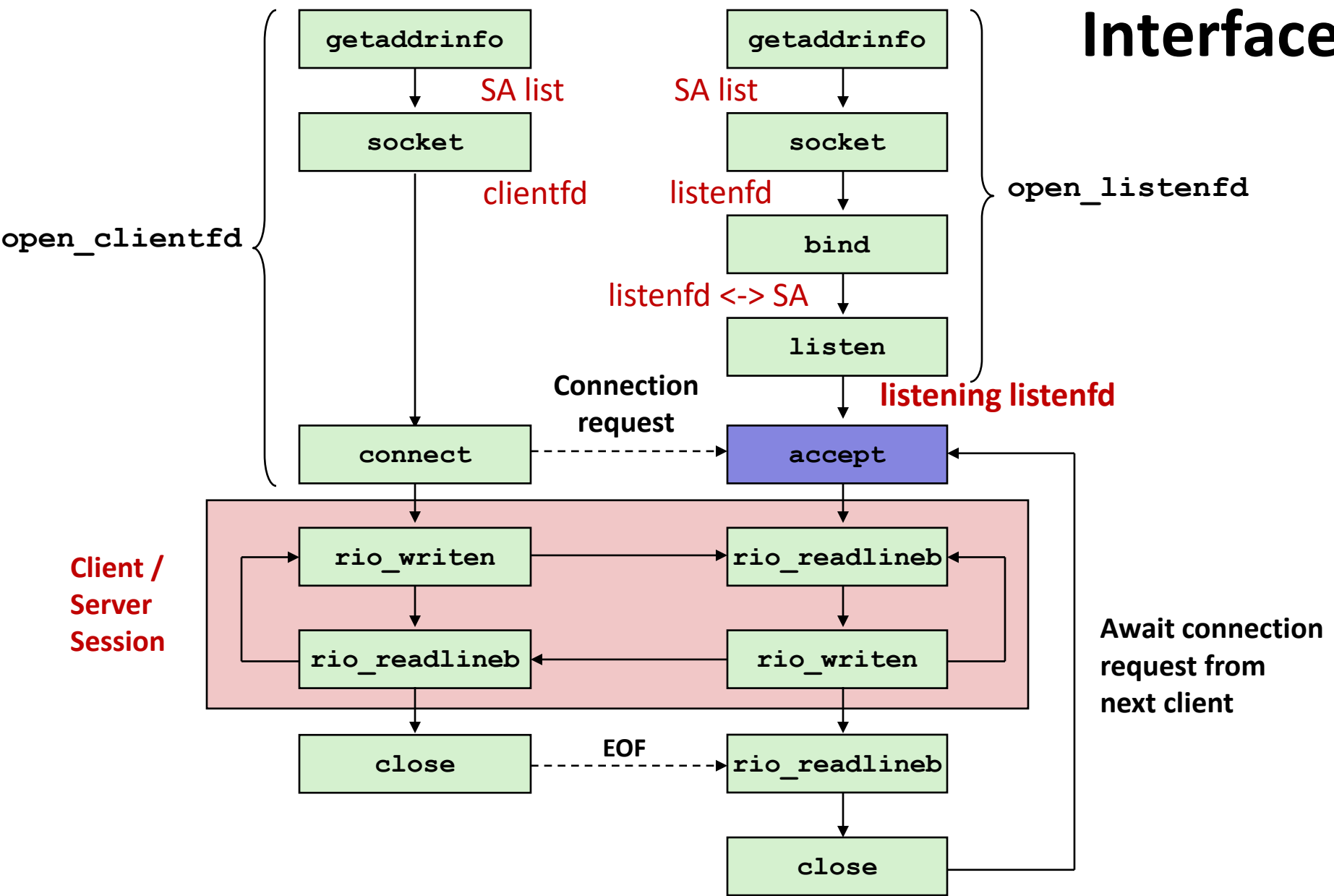
```
int listen(int sockfd, int backlog);
```

- 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 (128-ish by default)

# Sockets Interface

**Client**

**Server**





# Sockets Interface: `accept`

- Servers wait for connection requests from clients by calling `accept`:

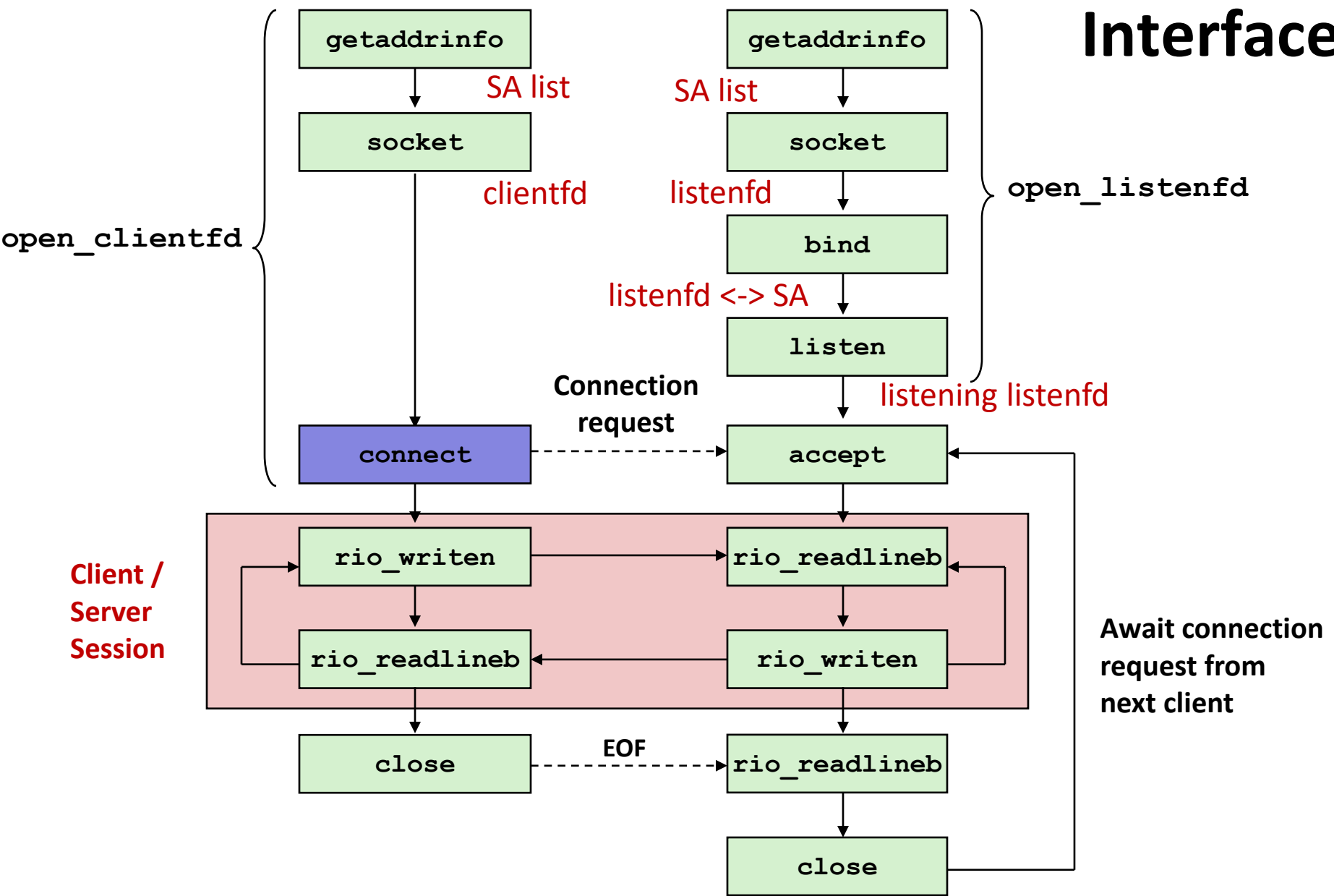
```
int accept(int listenfd, SA *addr, int *addrlen);
```

- 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*** `connfd` that can be used to communicate with the client via Unix I/O routines.

# Sockets Interface

**Client**

**Server**



# Sockets Interface: connect

- A client establishes a connection with a server by calling `connect`:

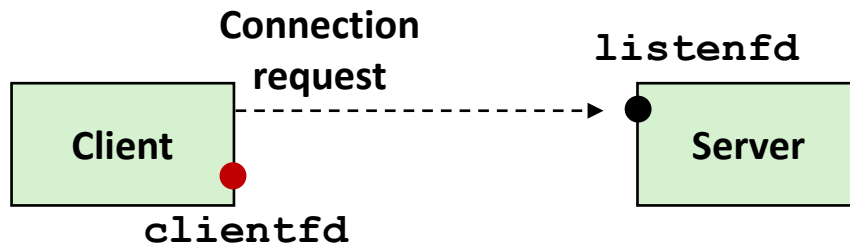
```
int connect(int sockfd, SA *addr, socklen_t addrlen);
```

- Attempts to establish a connection with server at socket address `addr`
  - If successful, then `sockfd` 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`.

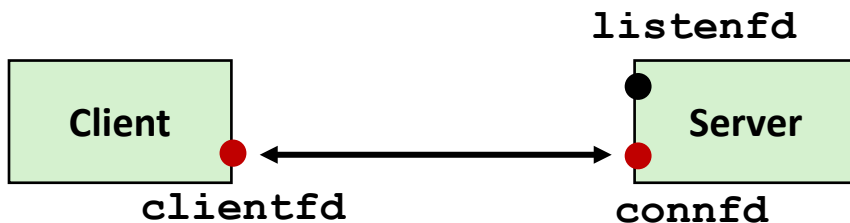
# connect/accept Illustrated



*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

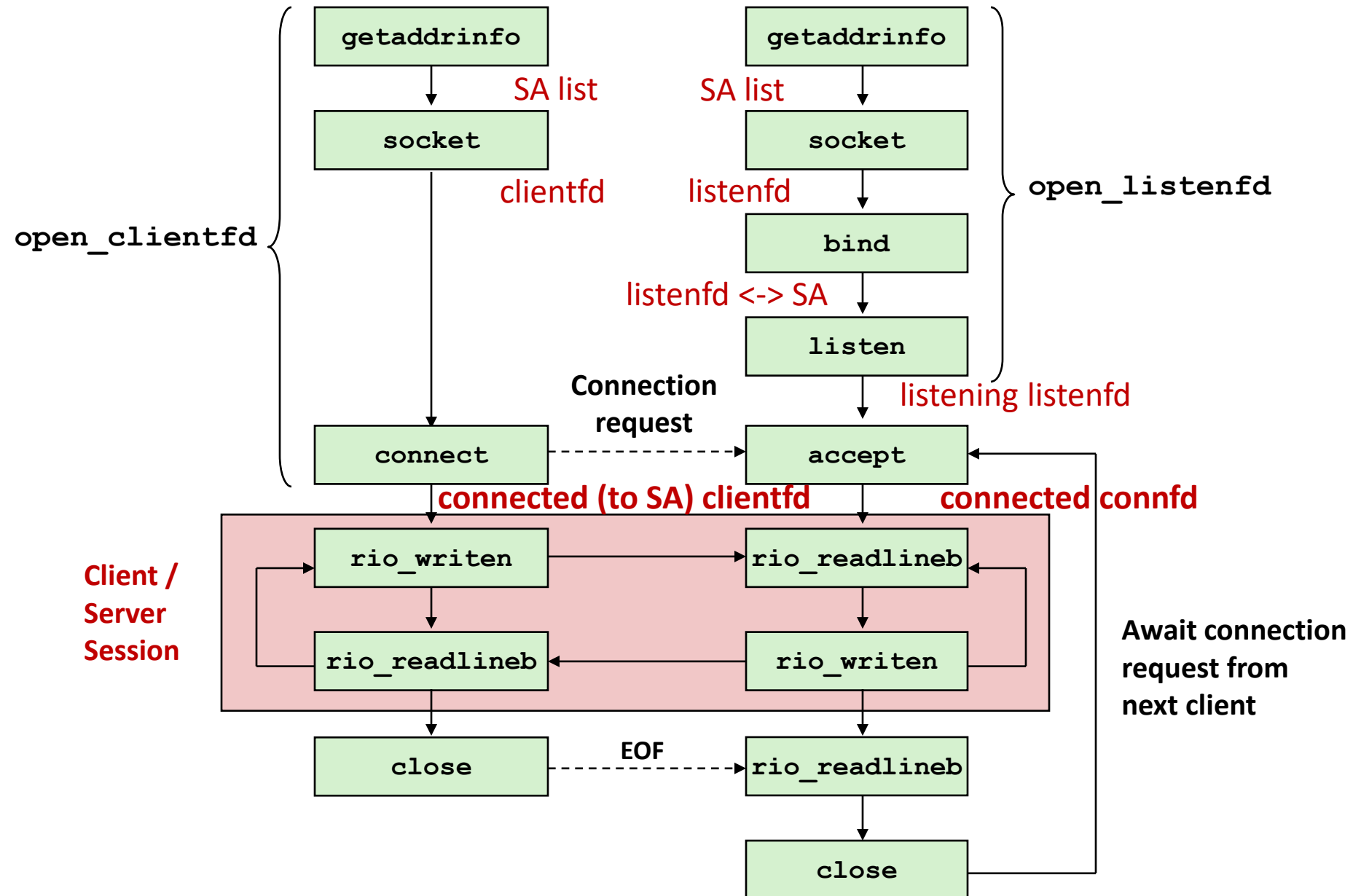
- End point for client connection requests
- Created once and exists for lifetime of the server

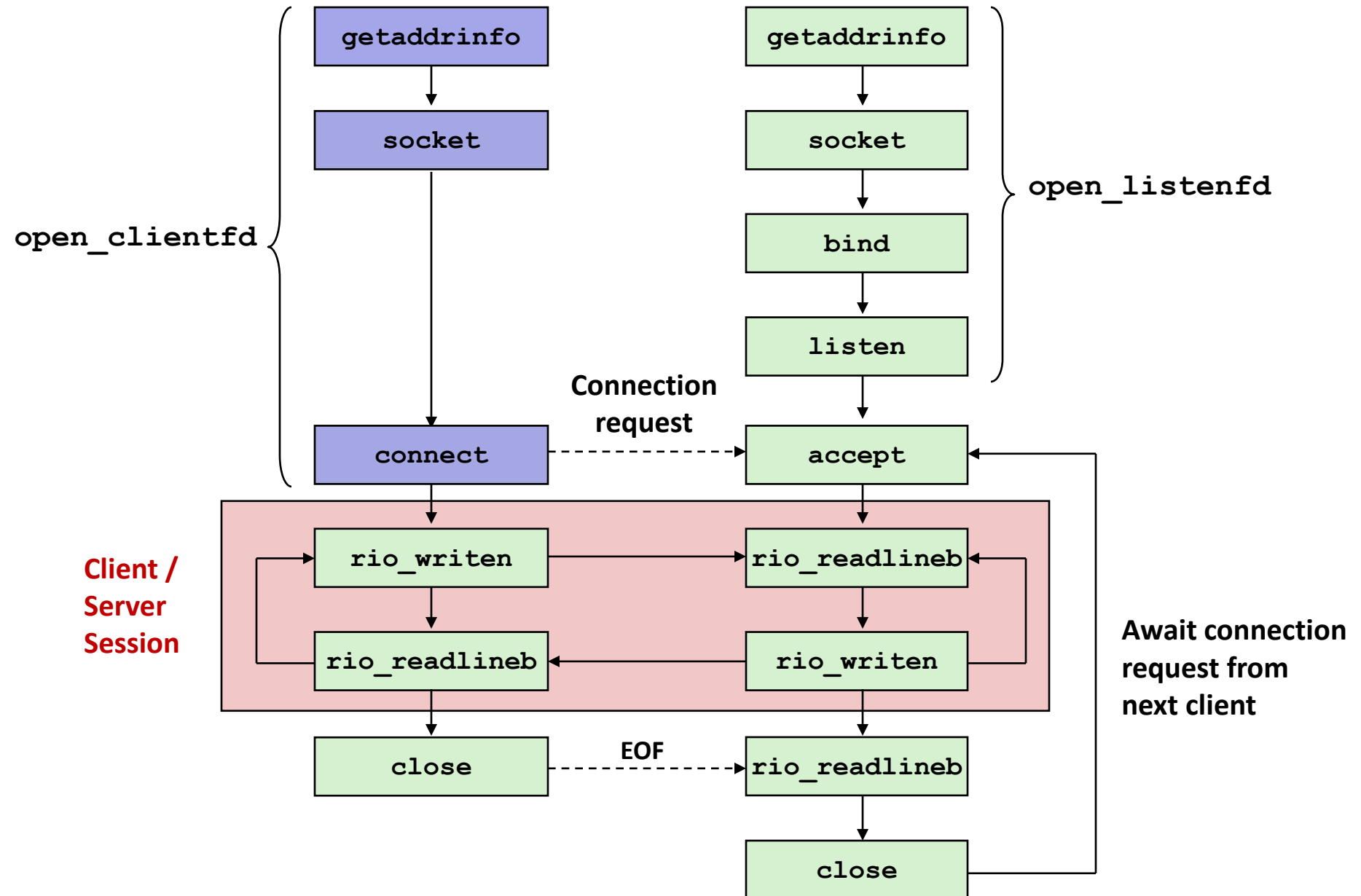
## ■ Connected descriptor

- 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****Server**

**Client****Server**

# Sockets Helper: `open_clientfd`

- Establish a connection with a server

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

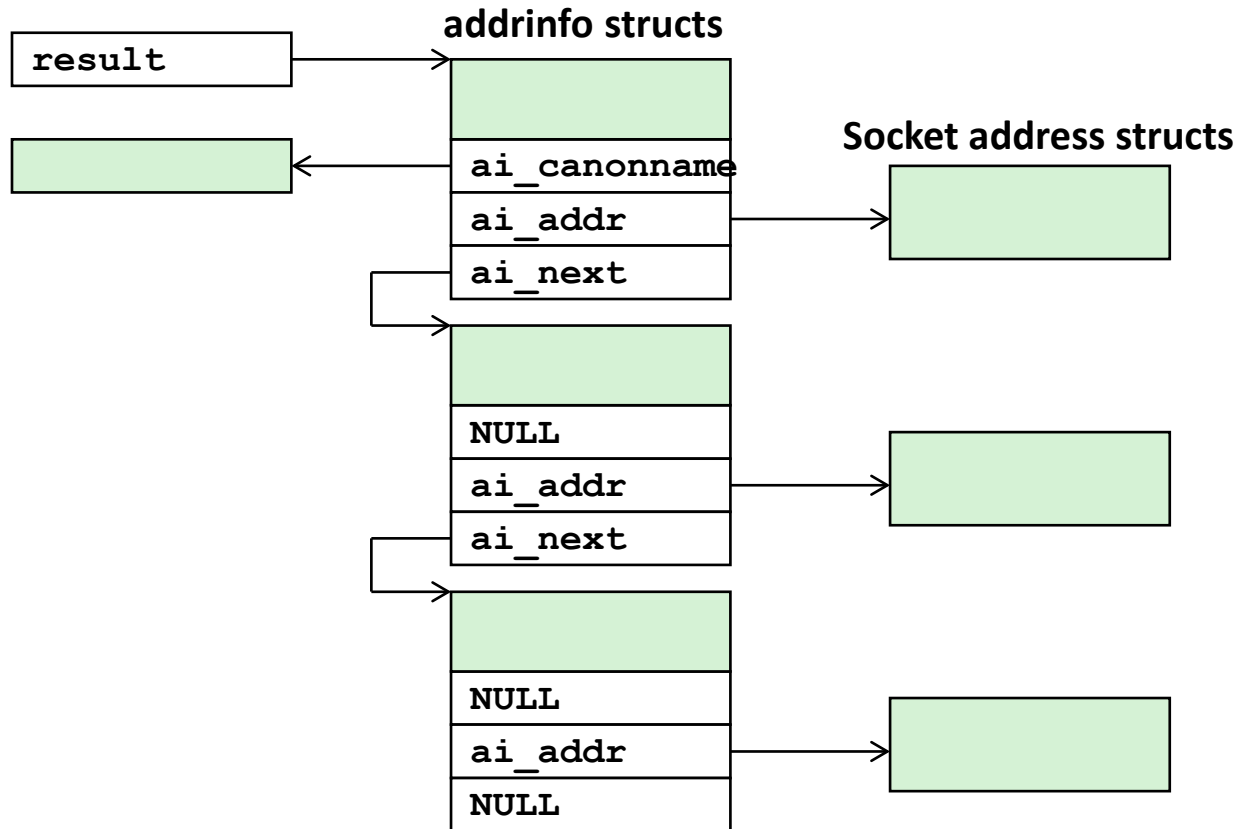
    /* Get a list of potential server addresses */
    memset(&hints, 0, sizeof(struct addrinfo));
    hints.ai_socktype = SOCK_STREAM; /* Open a connection */
    hints.ai_flags = AI_NUMERICSERV; /* ...using numeric port arg. */
    hints.ai_flags |= AI_ADDRCONFIG; /* Recommended for connections */
    Getaddrinfo(hostname, port, &hints, &listp);
```

csapp.c

**AI\_ADDRCONFIG** means “use whichever of IPv4 and IPv6 works on this computer”. Good practice for clients, not for servers.



# getaddrinfo



- **Clients:** walk this list, trying each socket address in turn, until the calls to `socket` and `connect` succeed.
- **Servers:** walk the list calling `socket`, `listen`, `bind` for *all* addresses, then use `select` to accept connections on any of them (beyond our scope)

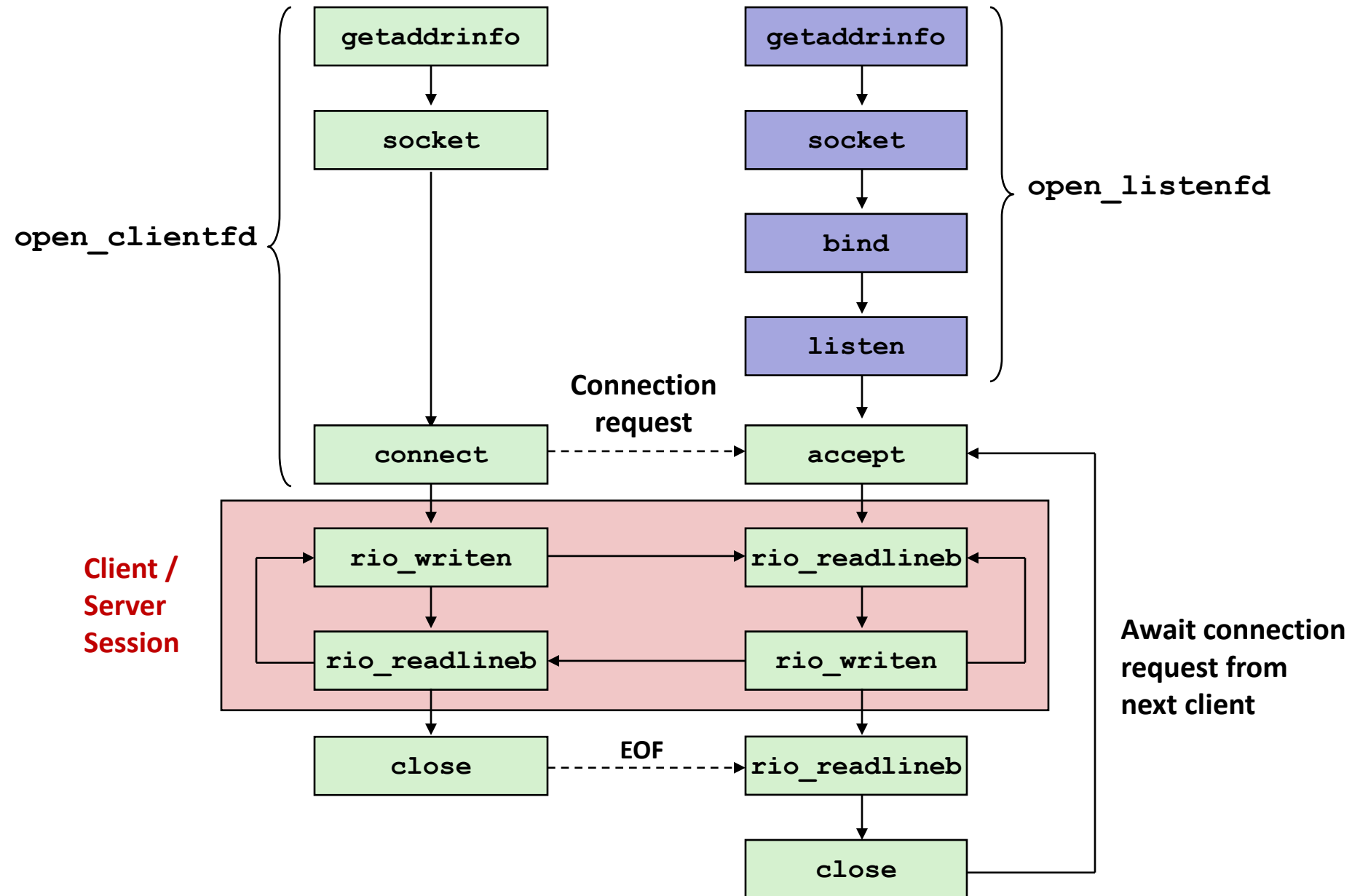
# Sockets Helper: `open_clientfd` (cont)

```
/* 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;
}
```

csapp.c

**Client****Server**

# Sockets Helper: `open_listenfd`

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

```
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);
```

csapp.c

`AI_PASSIVE` means “I plan to listen on this socket.”

`AI_ADDRCONFIG` normally not used for servers, but we use it for convenience

# Sockets Helper: `open_listenfd` (cont)

```
/* 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

A production server would not break out of the loop on the first success. We do that for simplicity only.

# 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;
}
```

csapp.c

- **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...
Connected to whaleshark.ics.cs.cmu.edu (128.2.210.175).
Escape character is '^]'.
Hi there!
Hi there!
Howdy!
Howdy!
^]
telnet> quit
Connection closed.
makoshark>
```

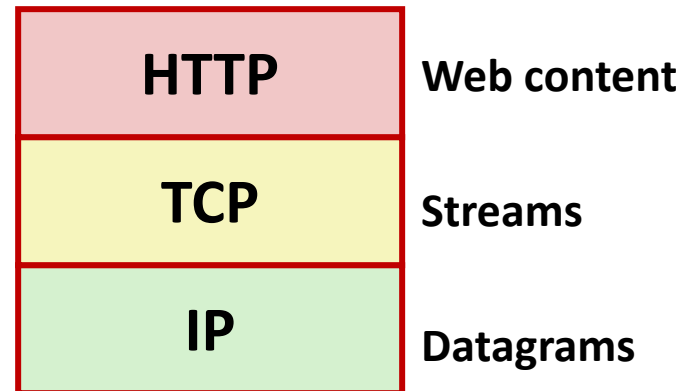
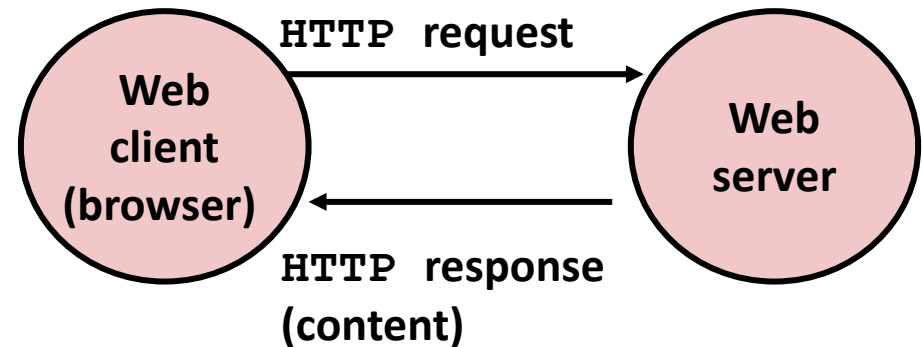


# Today

- Questions from yesterday
- Material we didn't get to yesterday
  - Transmitting data using sockets
  - Socket addresses
  - `getaddrinfo`
- Setting up connections
- **Application protocol example: HTTP**

# 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/2.0 but HTTP/1.1 widely used still**
  - 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>

# Static and Dynamic Content

- 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, Javascript programs
    - 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
- ***Web content 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 Request Example

```
GET / HTTP/1.1  
Host: www.cmu.edu
```

```
Client: request line  
Client: required HTTP/1.1 header  
Client: blank line terminates headers
```

- HTTP standard requires that each text line end with “\r\n”
- Blank line (“\r\n”) terminates request and response headers

# 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)
    - See <http://www.ietf.org/rfc/rfc2396.txt>
  - `<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:
  - `<version> <status code> <status msg>`
    - `<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	Client: open connection to server
Trying 128.2.42.52...	Telnet prints 3 lines to terminal
Connected to WWW-CMU-PROD-VIP.ANDREW.cmu.edu.	
Escape character is '^]'. <b>GET / HTTP/1.1</b>	Client: request line
Host: www.cmu.edu	Client: required HTTP/1.1 header
	Client: blank line terminates headers
HTTP/1.1 <b>301 Moved Permanently</b>	Server: response line
Date: Wed, 05 Nov 2014 17:05:11 GMT	Server: followed by 5 response headers
Server: Apache/1.3.42 (Unix)	Server: this is an Apache server
Location: <b>http://www.cmu.edu/index.shtml</b>	Server: page has moved here
Transfer-Encoding: chunked	Server: response body will be chunked
Content-Type: text/html; charset=...	Server: expect HTML in response body
	Server: empty line terminates headers
15c	Server: first line in response body
<HTML><HEAD>	Server: start of HTML content
...	
</BODY></HTML>	Server: end of HTML content
0	Server: last line in response body
Connection closed by foreign host.	Server: closes connection

- 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	Client: open connection to server
Trying 128.2.42.52...	Telnet prints 3 lines to terminal
Connected to WWW-CMU-PROD-VIP.ANDREW.cmu.edu.	
Escape character is '^]'. GET /index.shtml HTTP/1.1	Client: request line
Host: www.cmu.edu	Client: required HTTP/1.1 header
	Client: blank line terminates headers
HTTP/1.1 200 OK	Server: response line
Date: Wed, 05 Nov 2014 17:37:26 GMT	Server: followed by 4 response headers
Server: Apache/1.3.42 (Unix)	
Transfer-Encoding: chunked	
Content-Type: text/html; charset=...	
1000	Server: empty line terminates headers
<html ..>	Server: begin response body
...	Server: first line of HTML content
</html>	
0	Server: end response body
Connection closed by foreign host.	Server: close connection

# Example HTTP(S) Transaction, Take 3

```
whaleshark> openssl s_client www.cs.cmu.edu:443
CONNECTED(00000005)
...
Certificate chain
...
-
Server certificate
-----BEGIN CERTIFICATE-----
MIIGDjCCBPagAwIBAgIRAMiF7LBPDoySilnNoU+mp+gwDQYJKoZIhvcNAQELBQAw
djELMAkGA1UEBhMCVVMxCzAJBgNVBAGTAk1JMRIwEAYDVQQHEw1Bbm4gQXJib3Iu
EjAQBgNVBAoTCU1udGVybmV0MjERMA8GA1UECzMISW5Db21tb24xHzAdBgNVBAMT
wkWkvDVBBCwKXrShVxQNs6J
...
-----END CERTIFICATE-----
subject=/C=US/postalCode=15213/ST=PA/L=Pittsburgh/street=5000 Forbes
Ave/O=Carnegie Mellon University/OU=School of Computer
Science/CN=www.cs.cmu.edu issuer=/C=US/ST=MI/L=Ann
Arbor/O=Internet2/OU=InCommon/CN=InCommon RSA Server CA
SSL handshake has read 6274 bytes and written 483 bytes
...
>GET / HTTP/1.0

HTTP/1.1 200 OK
Date: Tue, 12 Nov 2019 04:22:15 GMT
Server: Apache/2.4.10 (Ubuntu)
Set-Cookie: SHIBLOCATION=scsweb; path=/; domain=.cs.cmu.edu
... HTML Content Continues Below ...
```