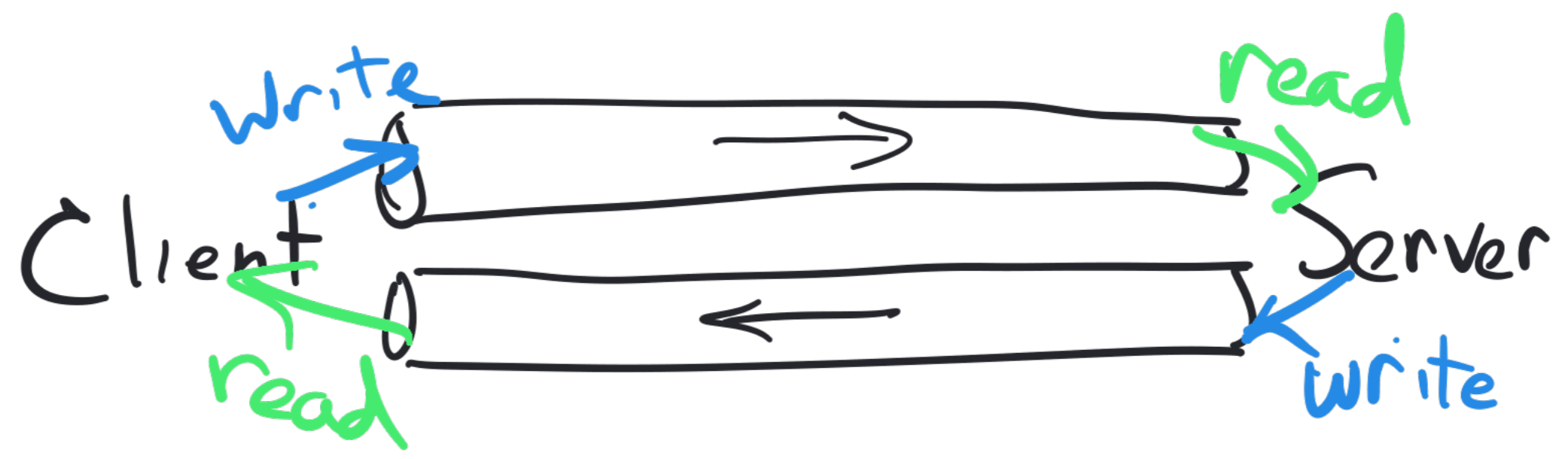


CS 208

Fri, 10 Mar 2023



Once connection is set up



`write(socket, ...)`  
`read(socket, ...)`

# Client/server sequence of events

## Client

connection request

send some bytes

reads a byte  
(prints byte for user)

## Server

Claim port 5000

accept (→ sleep)

(wakes up, accept returns)

reads 1 byte

writes 1 byte

Client

connect

get bytes from user  
send bytes to server

read bytes from server  
print bytes to user

Server

listen 5000  
accept

read bytes from  
client  
write bytes to  
client

