



Server

socket()

bind()

listen()

accept()

blocks until connection from client

accept() creates a new socket to serve the new client request

receive()

process request

send()

close()



Client

Open communication endpoint

Register well-known address with system

Establish client's connection; request queue size

Accept first client connection request on the queue

Open communication endpoint

Set up connection to server

Send/receive data

Send/receive data

Shutdown

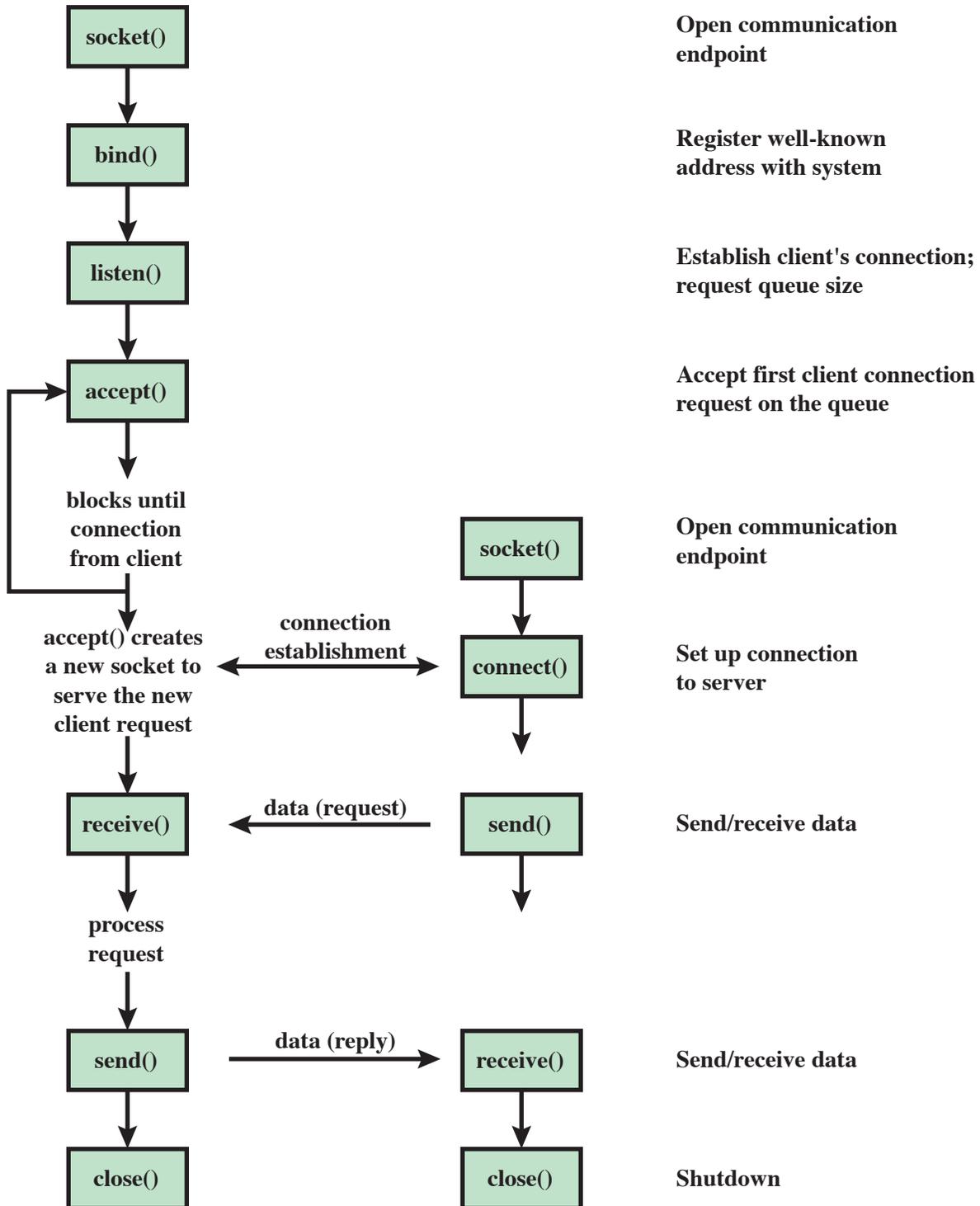


Figure 2.12 Socket System Calls for Connection-Oriented Protocol