CS150 - More Networking: Ch. 16
Last time
- Basic Networking
- Opening a connection: `Socket`
- Client-server model

```
(host, port)
connect(tuple)
send(data)
recv(4)
```
Basic Server (see code from yesterday)

An echo server: - waits for a connection.
Whatever is sent is simply repeated back.

How to code:
- Use TCPServer (on a particular port) and give it a way to "handle" connections.
- For our code: inherit from a class called BaseRequestHandler. Here, self.request is the socket, so we can send/receive and decide what to do.
Today: A More interesting example

A Basic Web Server.

When a client connects, will send 'GET file.html'.

Our job (as a server) is to send that webpage back.

So:
- take request & split it
- open & read the file
- send the file back
- if error, send that info back
Coding a webserver
(see code)
Another example: A Math Server

Client:
- Send basic math queries
- Wait for response

Server:
- Wait for query
- Calculate answer
- Send it back

Note: Need a format for messages, so client knows what to send & server knows how to process.