Name: ________________________________

Read 1.4 and 2.2.
Due Wednesday, September 13.

1. Why use uint32_t? Why not use “unsigned int” instead?

2. Order the following calls for the same socket: close, socket, bind, accept, listen.

3. Why does bind() take an address length as a value, while accept() takes an address length as a pointer to a value (which may be overwritten). Restated, what can accept() change that bind cannot? (You may need to refer to the man pages to answer this question.)

4. What does a packet look like when carrying a piece of a web page across an 802.11 link? That is, what protocol headers are where?