

CMSC 417 Homework Two

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?