

Re: read hang on datagram socket

Source: <http://unix.derkeiler.com/Mailing-Lists/FreeBSD/hackers/2006-01/msg00326.html>

- *From:* Daniel Eischen <deischen@xxxxxxxxxxxx>
 - *Date:* Thu, 26 Jan 2006 18:56:42 -0500 (EST)
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On Thu, 26 Jan 2006, Kurt Miller wrote:

> I'm working on 1.5 jdk certification on 5.4 and 6.0. One of the jdk
> tests hangs on 5.4 but works ok on 6.0. I've reduced the problem
> down to the following C program that hangs on 5.4 but works fine
> (finishes) on 6.0 and 4.11.
>
> I could use some assistance with finding a work-around to the
> problem or an explanation as to why the program hangs on 5.4.

It exit'd in the last connect() in Solaris 9. I modified it
to work -- see below.

>
> Thank you,
> -Kurt
>
> #include <stdio.h>
> #include <unistd.h>
> #include <netdb.h>
> #include <sys/types.h>
> #include <sys/socket.h>
> #include <sys/param.h>
> #include <netinet/in.h>

[...]

> int
> main() {
> int sock1, sock2;
> int optval = 1;
> struct sockaddr addr;
> struct sockaddr sock1Addr, sock2Addr;
> int sock1AddrLen, sock2AddrLen;
> short port1, port2;
> char sendBuf, readBuf;
> int hostAddress;
>
> if ((hostAddress = getHostAddress()) == 0)

Re: read hang on datagram socket

```
> exit(1);
>
> buildAddr4((struct sockaddr_in *)&addr, 0, 0);
>
> if ((sock1 = socket(AF_INET, SOCK_DGRAM, 0)) < 0)
> exit(1);
> if (setsockopt(sock1, SOL_SOCKET, SO_BROADCAST, (char*) &optval, sizeof(optval)) != 0)
> exit(1);
> if (bind(sock1, (struct sockaddr *)&addr, sizeof(struct sockaddr_in)) != 0)
> exit(1);

+ sock1AddrLen = sizeof(sock1Addr);

> if (getsockname(sock1, &sock1Addr, &sock1AddrLen) != 0)
> exit(1);
> setAddress((struct sockaddr_in *)&sock1Addr, hostAddress);
>
> if ((sock2 = socket(AF_INET, SOCK_DGRAM, 0)) < 0)
> exit(1);
> if (bind(sock2, (struct sockaddr *)&addr, sizeof(struct sockaddr_in)) != 0)
> exit(1);

+ sock2AddrLen = sizeof(sock2Addr);

> if (getsockname(sock2, &sock2Addr, &sock2AddrLen) != 0)
> exit(1);
> setAddress((struct sockaddr_in *)&sock2Addr, hostAddress);
> if (connect(sock2, &sock1Addr, sock1AddrLen) != 0)
> exit(1);
>
> sendBuf = 22;
> if (sendto(sock1, &sendBuf, 1, 0, &sock2Addr, sock2AddrLen) != 1)
> exit(1);
>
> if (read(sock2, &readBuf, 1) != 1)
> exit(1);
>
> printf("no hang\n");
> }
```

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DE

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Re: read hang on datagram socket

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◆ *Re: read hang on datagram socket*

◇ *From:* Kurt Miller

• *References:*

◆ *read hang on datagram socket*

◇ *From:* Kurt Miller

• Prev by Date: *Re: CPU/case/disk temperature sensors for Dell PowerEdge 2850*

• Next by Date: *Re: read hang on datagram socket*

• Previous by thread: *read hang on datagram socket*

• Next by thread: *Re: read hang on datagram socket*

• Index(es):

◆ *Date*

◆ *Thread*