

# INTRODUCTION TO MODERN C++

## LECTURE 8

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LECTURE 8  
NETWORKING WITH CURL AND LIBXML.

## NETWORK BASICS

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Internet works by a succession of abstraction layers :

1. (Physical) Voltage variations / EM waves / IR
2. (Data link) Bits
3. (Network) Addresses
4. (Transport) Guarantees of delivery
5. (Application) File download, Tweet sending, etc.

We need all the layers to make the cake.

Internet exists by solving the addressing problem:

How can I send you a message (and receive an answer) if I don't know where you are?

To that end, every user of the internet has an IP address, of the form

`192.168.0.1`

or, more recently

`2001:0db8:0000:0042:0000:8a2e:0370:7334`

For convenience, we may sometimes use domain names, e.g.

`www.google.com`

instead of the more familiar

`216.58.218.238`

The correspondence between domain names and IP addresses is updated and maintained on a volunteer basis. Again, it's a convenience.

Remark: Domain names are read right-to-left.

# THE HTTP PROTOCOL

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# THE HTTP PROTOCOL: URLS

Internet can be used to do a lot of things: e-mails, videos, VoIP, etc. In what follows we'll focus just on one : websites.

Websites are served by the HTTP protocol and behave essentially like remote files

www.reddit.com / r/damnthatsinteresting  
domain name                      resource location

The complete sentence is known as an “universal resource locator” (URL).

Most files served over HTTP are glorified text files.

Notable exceptions: images and video content

While some websites assume the use of a web browser to be usable, this is not true and there is a trend towards simplicity again (e.g. REST APIs).

The *de facto* standard for webpages is the HTML file format.

It looks like this:

```
<html>
  <head>
    <title>The title of my webpage</title>
  </head>
  <body>
    <h1>Hello HTML!</h1>
    <p>This is a simple page</p>
  </body>
</html>
```

You can also try any website (Ctrl+U on Chrome).

The problem with HTML is: How do we extract information from it?

Hint: It's not simple. We'll deal with that in a moment.

## LIBCURL AND LIBXML2

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To take care of HTTP communication, we will use `libcurl`.

(It is possible to do it manually, but why would we do that now?)

All `libcurl` commands start with `curl_` and the final program should be linked with option `-lcurl`.

Following the overall direction of this course, `libcurl` is a portable, free, cross-platform library that is widely available.

```
apt-get install libcurl4-gnutls-dev
```

(or, if you're curious, compile and install from source)

To take care of XML / HTML parsing, we will use `libxml2`.

(It is possible to do it manually, but why would we do that now?)

`libxml2` uses the simple XML API (SAX) format. The final program should be linked with option `-lxml2`.

Again, `libxml2` is a portable, free, cross-platform library that is widely available.

```
apt-get install libxml2-dev
```

(or, if you're curious, compile and install from source)

QUESTIONS?

LAB : FETCHING, PARSING, ???, PROFIT!