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package com.sxt.server;

import java.io.BufferedWriter;
import java.io.File;
import java.io.FileWriter;
import java.io.IOException;
import java.io.InputStream;
import java.io.OutputStreamWriter;
import java.net.ServerSocket;
import java.net.Socket;
import java.util.Date;

/**
 * 目标：封装响应信息
 * 1. 内容可以动态添加
 * 2. 关注状态码，拼接好响应的协议信息
 * @author 江
 *
 */

public class Server03 {
    private ServerSocket serverSocket;

    public static void main(String[] args) {
        Server03 server=new Server03();
        server.start();
    }

    //启动服务
    public void start() {
        try {
            serverSocket=new ServerSocket(8888);
            receive();
        } catch (IOException e) {
            System.err.println("服务器启动失败...");
        }
    }

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    }

}

//接受连接
public void receive() {
    try {
        Socket client=serverSocket.accept();
        System.err.println("一个客户端建立了连接");
        //获取请求协议
        InputStream is=client.getInputStream();
        byte[] datas=new byte[1024*1024];
        int len=is.read(datas);
        String requestInfo=new String(datas,0,len);
        System.err.println(requestInfo);

        Response response=new Response(client);
        //正文
        response.print("<html>");
        response.print("<head>");
        response.print("<title>");
        response.print("服务器响应成功");
        response.print("</title>");
        response.print("</head>");
        response.print("<body>");
        response.print("shsxt server终于回来了....");
        response.print("</body>");
        response.print("</html>");

        //状态码
        response.pushToBrowser(200);

    } catch (IOException e) {

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        System.err.println("客户端错误");
    }

}

//停止服务
public void stop() {

}

}
```