Socket with Threads and Pool

This directory contains two programs, namely:

* CSocketWithThreads.java
* RSocketWithThreads.java

CSocketWithThreads is a simple client to test RSocketWithThreads

RSocketWIthThreads creates a socket and places itself in listen mode.

Then at each connection request (accept()) it generates a Thread that periodically writes a message on the local console and submit the Thread to a Thread Pool. The size of the Thread Pool must be given in the Command Line.

To test the pair of programs you may first launch RSocketWithThreads (java RSocketWithThreads) on a terminal console (the server) specifying the number of threads that can be activated simultaneously (in the pool).

Then you may launch CSocketWithThreads (java CSocketWithThreads) on another terminal console (the client) and see

* the Thread Id and the Thread Number sent by the server in the client console, and
* a set of periodic messages printed by RSocketWithThreads in the server console.

Finally, you may launch CSocketWithThreads several times in a row and see thread interleaving and task blocking.