OVERVIEW   PACKAGE   CLASS   USE   TREE   DEPRECATED   INDEX   HELP

PREV CLASS   NEXT CLASS   FRAMES   NO FRAMES   ALL CLASSES
SUMMARY: NESTED | FIELD | CONSTR | METHOD   DETAIL: FIELD | CONSTR | METHOD

server

Class TCPServer.ServerSocketThread

java.lang.Object
    java.lang.Thread
        server.TCPServer.ServerSocketThread

All Implemented Interfaces:

java.lang.Runnable

Enclosing class:

TCPServer

---

public static class **TCPServer.ServerSocketThread**
extends java.lang.Thread

Author:

Hector, Gary, Henna, Adonias This sub-class will possess the threads that utilize spawned socket connections to interact between the Stateful and Concurrent Server with the Clients. The class stores all relevant attributes necessary for a client Socket connection. The class is implemented as a nested-class so that the threads have access to the synchronized functions and server features.

Nested Class Summary

Nested classes/interfaces inherited from class java.lang.Thread

java.lang.Thread.State, java.lang.Thread.UncaughtExceptionHandler

Field Summary

Fields inherited from class java.lang.Thread

MAX_PRIORITY, MIN_PRIORITY, NORM_PRIORITY

Constructor Summary

Constructors

Constructor and Description
ServerSocketThread(java.net.Socket sock) Constructor for the sub-class ServerSocketThread.

Method Summary

All Methods	Instance Methods	Concrete Methods

Modifier and Type	Method and Description
void	**run**()

Methods inherited from class java.lang.Thread

activeCount, checkAccess, countStackFrames, currentThread, destroy, dumpStack, enumerate, getAllStackTraces, getContextClassLoader, getDefaultUncaughtExceptionHandler, getId, getName, getPriority, getStackTrace, getState, getThreadGroup, getUncaughtExceptionHandler, holdsLock, interrupt, interrupted, isAlive, isDaemon, isInterrupted, join, join, join, resume, setContextClassLoader, setDaemon, setDefaultUncaughtExceptionHandler, setName, setPriority, setUncaughtExceptionHandler, sleep, sleep, start, stop, stop, suspend, toString, yield

Methods inherited from class java.lang.Object

equals, getClass, hashCode, notify, notifyAll, wait, wait, wait

Constructor Detail

ServerSocketThread

public ServerSocketThread(java.net.Socket sock)

Constructor for the sub-class ServerSocketThread. New objects are created using a socket connection that is obtained when the ServerSocket accepts a new connection.

Parameters:

sock - - The socket connection with the client.

Method Detail

run

```
public void run()
```

Specified by:

```
run in interface java.lang.Runnable
```

Overrides:

```
run in class java.lang.Thread
```

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