

ICS4104: Distributed Systems

Assignment: Inter-process Communications in Distributed Environment

ICS 4A

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SocketServer.java

This file contains the code that is used to run the server. A ServerSocket object is first created using a specific port number. A socket object is then created using the ServerSocket object. An InputStreamReader object is used to accept and read messages from a client that connects to the server. A PrintWriter object is used to send messages to a connected client.

ServerProtocol.java

This file is used to implement the protocol that the client and the server use to communicate. This file contains the implementation that allows the server to ask a series of questions about a student. These questions will prompt the user of the program to provide several answers such as their Student Number, Student Name, Faculty and Course.

SocketClient.java

This file is used to facilitate the connection to the server and start a client session. After establishing a successful connection to the server using the specified host name and port number, the client receives a series of prompts in the form of popup windows. These prompts request for a given piece of information from the user and allow the user to provide the requested information.

References

Writing the Server Side of a Socket (The Java™ Tutorials > Custom Networking > All About Sockets). (2021). <https://docs.oracle.com/javase/tutorial/networking/sockets/clientServer.html>