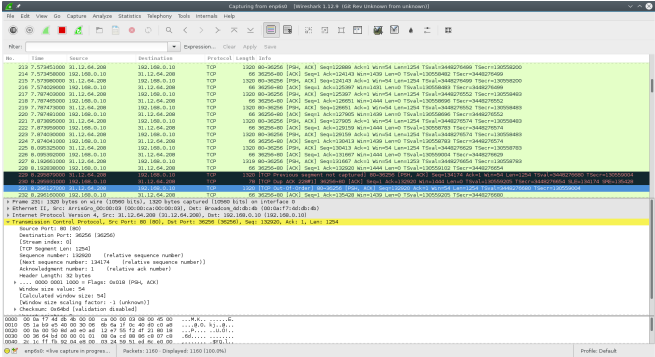


Networks and Network Programming



Wireshark screenshot of network traffic

Networking

- ▶ Hardware
- ▶ Protocols
- ▶ Software

Networking Options

Network type	maximum bandwidth (Mbits/second)	latency (microsecs)
Fast Ethernet	100	200
Gigabit Ethernet	1000	20–62
Infiniband	2,000–290,000	0.5–5
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Ethernet is the most cost-effective choice. Ethernet is a packet-based serial multi-drop network requiring no centralized control. All network access and arbitration control is performed by distributed mechanisms.

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- ▶ On subsequent collisions, the value k is doubled each time, making it a lot less likely that a collision would occur again. This is an example of an ***exponential backoff protocol***.

Ethernet Packets

- ▶ The Ethernet packet has the format shown below.

Ethernet Packet Format

Preamble 1010.....1010	Synch 11	Destination Address	Source Address	Type	Data	Frame Check Sequence
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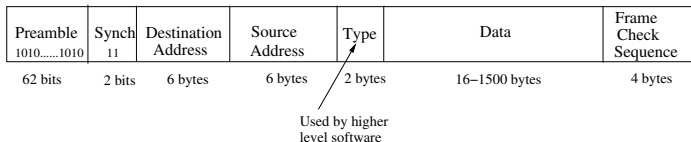
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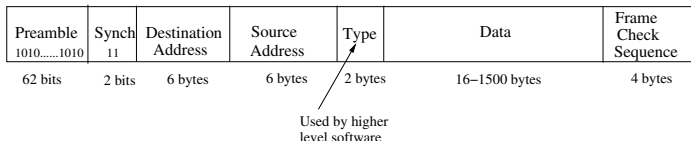


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Use the program [wireshark](#) to watch Ethernet packets on your network live!

Network Topology Design

Ranges of possibilities.

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- ▶ One big switch.

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Hubs and Switches.

- ▶ **Direct wire.** Two machines can be connected directly by a Ethernet cable (usually a Cat 5e cable) without needing a hub or a switch. With multiple NICs per machine, we can create networks but then we need to specify routing tables to allow packets to get through. The machines will end up doing double-duty as routers.

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- ▶ **Switches.** Accepts packets, interprets destination address fields and send packets down only the segment that has the destination node. Allows half the machines to communicate directly with the other half (subject to bandwidth constraints of the switch hardware). Multiple switches can be connected in a tree or sometimes other schemes. The root switch can become a bottleneck. The root switch can be a higher bandwidth switch.

Switches

Switches can be **managed** or **unmanaged**. Managed switches are more expensive but they also allow many useful configurations. Here are some examples.

- ▶ **Port trunking** (a.k.a Cisco EtherChannel). Allows up to 4 ports to be treated as one logical port. For example, this would allow a 4 Gbits/sec connection between two Gigabit switches.

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- ▶ **Stackable, High bandwidth Switches**. Stackable switches with special high bandwidth interconnect in-between the switches. For example, Cisco has 24-port Gigabit stackable switches with a 32 Gbits/sec interconnect. Up to 8 such switches can be stacked together. All the stacked switches can be controlled by one switch and managed as a single switch. If the controlling switch fails, the remaining switches hold an election and a new controlling switch is elected. Baystack also has stackable switches with a 40 Gbits/sec interconnect.

Network Interface Cards

- ▶ The Ethernet card, also known as the **Network Interface Controller (NIC)**, contains the Data Link Layer and the Physical Layer (the two lowest layers of networking). Each Ethernet card has a unique hardware address that is known as its **MAC** address (MAC stands for **Media Access Controller**). The MAC address is usually printed on the Ethernet card.

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- ▶ The command `ifconfig` can be used to determine the MAC address from software. (Use `ipconfig` on Windows OS)
- ▶ Another issue to consider is that having multi-processor boards may cause more load on the network cards in each node. Certain network cards have multiple network processors in them, making them better candidates for multi-processor motherboards.

Networking Models

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- ▶ **ISO Open System Interconnection (OSI)**. A reference model for networking prescribes seven layers of network protocols and strict methods of communication between them. Most systems implement simplified version of the OSI model. The ARPANET Reference Model (ARM) can be seen as a simplified OSI model.

Network Models (contd.)

ISO	ARM	4.2 BSD Layers	Example
application presentation session	process applications	user programs/libraries	ssh
		sockets	sock_stream
transport	host-host	protocols	TCP/IP
network	network interface	network interface	Ethernet driver
data link			
hardware	network hardware	network hardware	interlan controller

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- ▶ Link to **state diagram** for the operation of TCP.

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- ▶ Three IP ranges are reserved for private networks.
 - ▶ 10.0.0.0 – 10.255.255.255
 - ▶ 172.16.0.0 – 172.31.255.255
 - ▶ 192.168.0.0 – 192.168.255.255

These addresses are permanently unassigned, not forwarded by Internet backbone routers and thus do not conflict with publicly addressable IP addresses.

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Typical communication domains:

domain type	symbolic name	address format
Unix domain	AF_UNIX	pathnames
Internet domain	AF_INET	Internet address and port number

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- ▶ *Reliably delivered message sockets*.
- ▶ *Raw sockets*. Allows access to TCP, IP or Ethernet protocol

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- ▶ `close(...)`, `shutdown(...)`: Close both or one end of a socket respectively.

Client-Server Setup Using Sockets

Server side	Client side
socket(...)	
bind(...)	socket(...)
listen(...)	connect(...)
accept(...)	
read/write	read/write
close/shutdown	

TCP/IP and Linux/Unix Networking

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- ▶ The file `/etc/services` contains the port numbers for well known servers. For example:
 - ▶ port 37 is reserved for getting the time from a system
 - ▶ port 7 is used for echoing the data sent by a client back
 - ▶ port 21 is used by the FTP (File Transfer Protocol) client/server
 - ▶ port 22 is used by SSH (Secure Shell Protocol) client/server
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- ▶ The configuration directory `/etc/xinetd.d/` contains several files, one per service type, that control the what is provided by the internet super-daemon `xinetd` under Linux.

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- ▶ A **multi-threaded** server accepts connections and passes them off to their own threads for processing.
- ▶ A **multi-process** server forks off a copy of itself after a connection to handle the client, while the original server process goes back to accept further connections.

Client/Server Examples in C

- ▶ Single-threaded server `timeserver.c` and client `timeclient.c`
- ▶ Multi-process server: `tcpserver.c` and client `tcpclient.c`
- ▶ Multi-threaded server: Left as an exercise!
- ▶ Note that read/write on sockets is slightly different than read/write on files. A read/write on a socket may return a count less than asked for. This is not an error since with sockets, the buffer in the kernel may be full. We can just keep calling read/write until the right amount of data has been read or written.

Single-threaded Time Server Example (C/TCP)

```
/* appropriate header files */
int main(int argc, char **argv) {
    int                listenfd, connfd;
    char               buff[MAXLINE];
    time_t             ticks;
    struct addrinfo hints, *res;

    memset(&hints, 0, sizeof hints);
    hints.ai_family = AF_UNSPEC; // use IPv4 or IPv6, whichever
    hints.ai_socktype = SOCK_STREAM;
    hints.ai_flags = AI_PASSIVE; // fill in my IP for me
    getaddrinfo(NULL, "5005", &hints, &res);
    listenfd = socket(res->ai_family, res->ai_socktype, res->ai_protocol);
    if (listenfd < 0) err_quit("Cannot create socket:");
    if (bind(listenfd, res->ai_addr, res->ai_addrlen) < 0)
        err_quit("Bind error:");
    if (listen(listenfd, LISTENQ) < 0)
        err_quit("Listen error:");
    for (;;) {
        connfd = accept(listenfd, (struct sockaddr *) NULL, NULL);
        if (connfd < 0) err_ret("Accept error: ");
        ticks = time(NULL);
        snprintf(buff, sizeof(buff), "%.24s\r\n", ctime(&ticks));
        write(connfd, buff, strlen(buff));
        close(connfd);
    }
}
```

Time Client Example (C/TCP)

```
/* appropriate header files */
int main(int argc, char **argv) {
    int                sockfd, n;
    char               recvline[MAXLINE + 1];
    struct addrinfo hints, *res;

    if (argc != 2)
        err_quit("Usage: timeclient <hostname>");
    memset(&hints, 0, sizeof hints);
    hints.ai_family = AF_UNSPEC;
    hints.ai_socktype = SOCK_STREAM;
    getaddrinfo(argv[1], "5005", &hints, &res);
    if ((sockfd = socket(res->ai_family, res->ai_socktype, res->ai_protocol)) < 0)
        err_sys("socket error");
    if (connect(sockfd, res->ai_addr, res->ai_addrlen) < 0)
        err_sys("connect error");
    while ((n = read(sockfd, recvline, MAXLINE)) > 0) {
        recvline[n] = 0;    /* null terminate */
        if (fputs(recvline, stdout) == EOF)
            err_sys("fputs error");
    }
    if (n < 0)
        err_sys("read error");
    exit(0);
}
```

Multi-process Server Example (C/TCP)

```
/* appropriate header files */
const char MESSAGE[] = "Hello World\n";
const int BACK_LOG = 5;
int main(int argc, char **argv)
{
    int serverSocket = 0, on = 0, status = 0, childPid = 0;
    char *port;
    struct addrinfo hints, *res;
    if (argc != 2) {
        fprintf(stderr, "Usage: %s <port>\n", argv[0]);
        exit(1);
    }
    port = argv[1];
    memset(&hints, 0, sizeof hints);
    hints.ai_family = AF_UNSPEC; // use IPv4 or IPv6, whichever
    hints.ai_socktype = SOCK_STREAM;
    hints.ai_flags = AI_PASSIVE;
    getaddrinfo(NULL, "5005", &hints, &res);
    serverSocket = socket(res->ai_family, res->ai_socktype, res->ai_protocol);
    if (serverSocket < 0)
        err_quit("Cannot create socket:");
    on = 1;
    status = setsockopt(serverSocket, SOL_SOCKET, SO_REUSEADDR, (char *)&on, sizeof(on));
    if (status == -1) {
        perror("setsockopt(...,SO_REUSEADDR, ...)"); exit(1);
    }
    /* When connection is closed, linger a bit to ensure all data has arrived. */
    { struct linger linger = { 0 };
        linger.l_onoff = 1;
        linger.l_linger = 30;
        status = setsockopt(serverSocket, SOL_SOCKET, SO_LINGER, (char *) &linger, sizeof(linger));
        if (status == -1) {
            perror("setsockopt(...,SO_LINGER, ...)");
            exit(1);
        }
    }
}
```

...

Multi-process Server Example (C/TCP) (contd.)

```
...
if (bind(serverSocket, res->ai_addr, res->ai_addrlen) < 0) {
    err_quit("Bind error:");
} else {
    fprintf(stderr, "%s: server bound to port %s\n", argv[0], port);
}
if (listen(serverSocket, BACK_LOG) < 0)
    err_quit("Listen error:");
while (1) {
    struct sockaddr_in clientName = { 0 };
    int slaveSocket, clientLength = sizeof(clientName);
    memset(&clientName, 0, sizeof(clientName));
    slaveSocket = accept(serverSocket, (struct sockaddr *) &clientName, &clientLength);
    if (slaveSocket == -1) err_quit("accept():");

    childPid = fork();
    switch(childPid) {
        case -1: /* fork failed */
            err_quit("fork()");
        case 0: /* in child */
            close(serverSocket);
            if (-1 == getpeername(slaveSocket, (struct sockaddr *) &clientName, &clientLength))
                err_quit("getpeername()");
            else {
                printf("Connection request from %s\n", inet_ntoa(clientName.sin_addr));
            }
            /* Server application specific code goes here. */
            write(slaveSocket, MESSAGE, strlen(MESSAGE));
            close(slaveSocket);
            exit(0);
        default: /* in parent */
            close(slaveSocket);
    }
}
exit(0);
}
```

Client (C/TCP)

```
/* appropriate header files */
int main(int argc, char **argv)
{
    int clientSocket, status = 0;
    int len, i;
    struct addrinfo hints, *res;
    char buffer[256] = "";
    char *remoteHost = NULL;
    char *remotePort = NULL;
    if (argc != 3) {
        fprintf(stderr, "Usage: %s <Serverhost> <serverPort>\n", argv[0]);
        exit(1);
    }
    remoteHost = argv[1];
    remotePort = argv[2];

    memset(&hints, 0, sizeof(hints));
    /* AF_INET is for IPv4, AF_INET6 for IPv6, AF_UNSPEC for either */
    hints.ai_family = AF_UNSPEC;
    hints.ai_socktype = SOCK_STREAM;
    status = getaddrinfo(remoteHost, remotePort, &hints, &res);
    if (status < 0) {
        fprintf(stderr, "%s: %s\n", argv[0], gai_strerror(status));
        exit(1);
    }
    clientSocket = socket(res->ai_family, res->ai_socktype, res->ai_protocol);
    if (clientSocket == -1) {
        perror("socket()"); exit(1);
    }
}
```

Client (C/TCP) contd.

```
...
status = connect(clientSocket, res->ai_addr, res->ai_addrlen);
if (status == -1)
    err_quit("Error: connect");

/* Get message from server */
/*
    Note that we loop over read since with TCP, we may get a 50 byte
    message from the server as a single message or 5 10 byte messages
    or 50 1 byte messages depending upon the buffering the network
    protocol stack in the kernel.
*/
while ((status = read(clientSocket, buffer, sizeof(buffer)-1)) > 0) {
    if (status < 0)
        err_quit("read()");
    len = strlen(buffer);
    for (i=0; i<len; i++)
        putchar(buffer[i]);
}
exit(0);
}
```

Useful Tools

- ▶ Use `netstat -ni` to find information on the network interfaces.
- ▶ Use `netstat -rn` to see the routing table.
- ▶ Use `netstat -nap` to see the processes that are using specific interfaces and ports. You need to be superuser to be able to see complete process information. Nice way of determining who has a port bound up!
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- ▶ Use `ping` to check if a machine is alive. Use `ping -b` with a network address to find all machines on a local area network.
- ▶ Use `wireshark` to watch network packets in real time! You will need superuser access to be able to use `ethereal` or `wireshark` fully. Great debugging tool.

Client/Server Communication Using Sockets in Java

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- ▶ Now the server and the client can read/write to the streams associated with the sockets.
- ▶ Always open *OutputStream* before *InputStream* on a socket to avoid deadlock and synchronization problems.

Client Example (Java)

```
try {  
    Socket server = new Socket("foo.bar.com",1234);  
    InputStream in = server.getInputStream();  
    OutputStream out = server.getOutputStream();  
  
    out.write(42); // write a byte  
  
    //write a newline or carriage return delimited string  
    PrintWriter pout = new PrintWriter(out, true);  
    pout.println("Hello!");  
  
    //read a byte  
    Byte response = in.read();  
  
    // read a newline or carriage return delimited string  
    BufferedReader bin = new BufferedReader (new InputStreamReader(in));  
    String answer = bin.readLine();  
  
    //send a serialized Java object  
    ObjectOutputStream oout = new ObjectOutputStream(out);  
    oout.writeObject(new java.util.Date());  
    oout.flush();  
  
    server.close();  
} catch (IOException e) {}
```

Server Example (Java)

```
try { // meanwhile, on foo.bar.com...
    ServerSocket listener = new ServerSocket(1234);
    while (!finished) {
        Socket client = listener.accept(); //wait for connection
        InputStream in = client.getInputStream();
        OutputStream out = client.getOutputStream();

        Byte someByte = in.read(); // read a byte

        // read a newline or carriage return delimited string
        BufferedReader bin = new BufferedReader (new InputStreamReader(in));
        String someString = bin.readLine();

        out.write(42); // write a byte
        PrintWriter pout = new PrintWriter(out, true);
        pout.println("Goodbye!");

        //read a serialized Java object
        ObjectInputStream oin = new ObjectInputStream(in);
        Date date = (Date) oin.readObject();

        client.close();
        //...
    }
    listener.close();
} catch (IOException e) {}
```

TCP examples in Java

- ▶ A remote date client. [DateAtHost.java](#) in sockets/Java/.

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TCP examples in Java

- ▶ A remote date client. [DateAtHost.java](#) in sockets/Java/.
- ▶ Single-threaded server and client: See [TimeServer.java](#) and [TimeClient.java](#) in sockets/Java/tcp/single-threaded/.
- ▶ Multi-threaded server and client: See [TimeServer.java](#) and [TimeClient.java](#) in sockets/Java/tcp/multi-threaded/.

Remote Date Example (Java)

```
import java.net.Socket;
import java.io.*;

public class DateAtHost extends java.util.Date {
    static int timePort = 37;
    static final long offset = 2208988800L;    // Seconds from century to
                                              // Jan 1, 1970 00:00 GMT

    public DateAtHost(String host, int port) throws IOException {
        Socket server = new Socket(host, port);
        DataInputStream din = new DataInputStream(server.getInputStream());
        int time = din.readInt(); // uses network byte order (big Endian)
        server.close();

        setTime((((1L << 32) + time) - offset) * 1000);
    }
    public DateAtHost(String host) throws IOException {
        this(host, timePort);
    }

    // Example usage: java DateAtHost emerald.boisestate.edu
    public static void main (String [] args) throws Exception {
        System.out.println(new DateAtHost(args[0]));
    }
}
```

Single-threaded time server

```
import java.io.*;
import java.net.*;
/**
 * A single-threaded time server in Java.
 * @author amit
 */
public class TimeServer
{
    private InputStream in;
    private OutputStream out;
    private int port = 5005;
    private ServerSocket s;

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

    public TimeServer() {
        try {
            s = new ServerSocket(port);
            serviceClients();
        } catch (IOException e) {
            System.err.println(e);
        }
    }
    ...
}
```

```

...
public void serviceClients()
{
    Socket sock;

    while (true)
    {
        try {
            sock = s.accept();
            in = sock.getInputStream();
            out = sock.getOutputStream();
            System.out.println("Received connect from " +
                               sock.getInetAddress().getHostAddress());
            ObjectOutputStream oout = new ObjectOutputStream(out);
            oout.writeObject(new java.util.Date());
            oout.flush();
            Thread.sleep(4000); //4 secs
            sock.close();
        } catch (InterruptedException e) {
            System.err.println(e);
        } catch (IOException e) {
            System.err.println(e);
        }
    }
}
}
}

```


Time Client

```
import java.io.*;
import java.net.*;
import java.util.Date;

public class TimeClient {
    public static void main (String args[]) {
        if (args.length != 2) {
            System.err.println("Usage: java TimeClient <serverhost> <port>");
            System.exit(1);
        }
        String host = args[0];
        int port = Integer.parseInt(args[1]);
        try {
            Socket s = new Socket(host, port);
            InputStream in = s.getInputStream();
            OutputStream out = s.getOutputStream();
            ObjectInputStream oin = new ObjectInputStream(in);
            Date date = (Date) oin.readObject();
            System.out.println("Time on host "+host+" is "+date);
        } catch (IOException e1) {
            System.out.println(e1);
        } catch (ClassNotFoundException e2) {
            System.out.println(e2);
        }
    }
}
```

Multi-threaded Time Server

```
import java.io.*;
import java.net.*;
/** A multi-threaded time server. */
public class TimeServer {
    private int port;
    ServerSocket ss;
    public TimeServer(int port) {
        try { ss = new ServerSocket(port);
        } catch (IOException e) { System.err.println(e); }
    }
    public void runServer() {
        Socket client;
        try {
            while (true) {
                client = ss.accept();
                System.out.println("Received connect from " +
                    client.getInetAddress().getHostName() + " [ " +
                    client.getInetAddress().getHostAddress() + " ] ");
                new ServerConnection(client).start();
            }
        } catch (IOException e) {
            System.err.println(e);
        }
    }
    public static void main (String args[]) {
        if (args.length < 1) {
            System.err.println("Usage: java TimeServer <port>");
            System.exit(1);
        }
        TimeServer server = new TimeServer(Integer.parseInt(args[0]));
        server.runServer();
    }
}
```

```
class ServerConnection extends Thread {
    Socket client;
    ServerConnection(Socket client) throws SocketException {
        this.client = client;
        setPriority(NORM_PRIORITY - 1);
        System.out.println("Created thread "+this.getName());
    }

    public void run() {
        try {
            InputStream in = client.getInputStream();
            OutputStream out = client.getOutputStream();
            ObjectOutputStream oout = new ObjectOutputStream(out);
            oout.writeObject(new java.util.Date());
            oout.flush();
            client.close();
            Thread.sleep(10000);
        } catch (InterruptedException e) {
            System.out.println(e);
        } catch (IOException e) {
            System.out.println("I/O error " + e);
        }
    }
}
```

Sockets and Security in Java

- ▶ The `SecurityManager` can impose arbitrary restrictions on applets and applications as to what hosts they may or may not talk to, and whether they can listen for connections.
- ▶ The web browser allows socket connections only to the host that served them. Untrusted applets are not allowed to open server sockets themselves.
- ▶ A server could run a proxy that lets the applet communicate indirectly with anyone it likes.

Object Based Server/Clients

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- ▶ We will use a base class `Request` for the various kinds of requests.

```
public class Request implements  
    java.io.Serializable a  
public class DateRequest extends Request  
  
public class WorkRequest extends Request {  
    public Object execute() {return null;}  
}
```

Object Based Server/Clients

- ▶ The client will send a serialized object to the server. This object represents a request. The server will send an object back as a reply that represents the response.
- ▶ We will use a base class `Request` for the various kinds of requests.

```
public class Request implements  
    java.io.Serializable a  
public class DateRequest extends Request  
  
public class WorkRequest extends Request {  
    public Object execute() {return null;}  
}
```

- ▶ The client sends a `WorkRequest` object to the server to get the server to perform work for the client. The server calls the request object's `execute` method and returns the resulting object as a response.

Client Sending WorkRequest Objects

```
public class MyCalculation extends WorkRequest {  
    int n;  
    public MyCalculation(int n) {  
        this.n = n;  
    }  
    public Object execute() {  
        return new Integer(n * n);  
    }  
}
```


Client Sending WorkRequest Objects (continued)

```
import java.net.*;
import java.io.*;
public class Client {
    public static void main(String argv[]) {
        try {
            Socket server = new Socket(argv[0], Integer.parseInt(argv[1]));
            ObjectOutputStream out =
                new ObjectOutputStream(server.getOutputStream());
            ObjectInputStream in =
                new ObjectInputStream(server.getInputStream());

            out.writeObject(new DateRequest());
            out.flush();
            System.out.println(in.readObject());

            out.writeObject(new MyCalculation(2));
            out.flush();
            System.out.println(in.readObject());
            server.close();
        } catch (IOException e) {
            System.out.println("I/O error " + e); // I/O error
        } catch (ClassNotFoundException e2) {
            System.out.println(e2); // Unknown type of response object
        }
    }
}
```

Object Server

```
import java.net.*;
import java.io.*;
public class Server {
    public static void main(String argv[]) throws IOException {
        ServerSocket ss = new ServerSocket(Integer.parseInt(argv[0]))
        while (true)
            new ServerConnection(ss.accept()).start();
    }
}
```

Object Server (continued)

```
class ServerConnection extends Thread {
    Socket client;
    ServerConnection (Socket client) throws SocketException {
        this.client = client;
        setPriority(NORM_PRIORITY - 1);
    }
    public void run() {
        try {
            ObjectOutputStream out =
                new ObjectOutputStream(client.getOutputStream());
            ObjectInputStream in =
                new ObjectInputStream(client.getInputStream());
            while (true) {
                out.writeObject(processRequest(in.readObject()));
                out.flush();
            }
        } catch (EOFException e3) { // Normal EOF
            try {
                client.close();
            } catch (IOException e) { }
        } catch (IOException e) {
            System.out.println("I/O error " + e); // I/O error
        } catch (ClassNotFoundException e2) {
            System.out.println(e2); // Unknown type of request object
        }
    }
}
```

Object Server (continued)

```
private Object processRequest(Object request) {  
    if (request instanceof DateRequest)  
        return new java.util.Date();  
    else if (request instanceof WorkRequest)  
        return ((WorkRequest)request).execute();  
    else  
        return null;  
}  
}
```

Running the Object Server/Client

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on `plainoldearth.net`: `java Server 1234`
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`java Client plainoldearth.net 1234`

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on `plainoldearth.net`: `java Server 1234`
- ▶ Start the client anywhere on the Internet. E.g. on `restaurant.endofuniverse.net`:
`java Client plainoldearth.net 1234`
- ▶ Note that the server machine must have all the classes that the client has in order to be able to execute them on the client's behalf. That may be an unreasonable assumption since you may want to serve many kinds of clients without having to store all their classes.

Socket and ServerSocket Options

- ▶ ServerSocket and Socket classes have several useful options.
- ▶ For example: we can set a timeout on a socket, we can set the receive buffer sizes etc
- ▶ See examples in the folder: [sockate/Java/socket-options/](#)

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- ▶ Datagrams use the UDP protocol, which is more lightweight than the TCP protocol.
- ▶ Domain Name Service (DNS) and Network File System (NFS) use UDP.

Datagram Sockets Example

- ▶ See example: [UdpServer1.java](#) and [UdpClient1.java](#) in [Java/udp/ex1](#).

UDP Server

```
public class UdpServer1
{
    private int count;
    private DatagramSocket s;
    private DatagramPacket packet;

    public UdpServer1(int port) {
        try {
            s = new DatagramSocket(port);
            packet = new DatagramPacket(new byte [1024], 1024);
        } catch (Exception e) {
            System.out.println(e);
        }
    }

    public int getCount() { return count; }

    public void runServer() {
        count = 0;
        try {
            while (true) {
                s.receive(packet);
                s.send(packet); // echo back the datagram
                count++;
            }
        } catch (Exception e) {
            System.out.println(e);
        }
    }
}
```

...

UDP Server (contd).

```
public static void main(String [] args)
{
    int port = 0;
    if (args.length != 1) {
        System.err.println("Usage: java UdpServer1 <port#>");
        System.exit(1);
    }
    port = Integer.parseInt(args[0]);
    UdpServer1 server = new UdpServer1(port);
    StatsThread stats = new StatsThread(server);
    Runtime current = Runtime.getRuntime();
    current.addShutdownHook(stats);
    server.runServer();
}

class StatsThread extends Thread
{
    UdpServer1 server;

    public StatsThread(UdpServer1 server)
    {
        this.server = server;
    }

    public void run()
    {
        int count = server.getCount();
        System.err.println("Number of datagrams received by server: "+count);
    }
}
```

UDP Client

```
import java.net.*;
import java.io.*;

public class UdpClient1 {

    public static void main(String[] args)
    {
        byte[] data = new byte[1024];
        if (args.length != 2) {
            System.err.println("Usage: java UdpClient1 <serverhost> <port>");
            System.exit(1);
        }
        String myHost = args[0];
        int myPort = Integer.parseInt(args[1]);

        try {
            InetAddress addr = InetAddress.getByName(myHost);
            DatagramPacket packet =
                new DatagramPacket(data, data.length, addr, myPort);
            DatagramSocket ds = new DatagramSocket();
            datagramTest(ds, packet, 2000);
            ds.close();
        } catch (IOException e) {
            System.out.println(e); // Error creating socket
        }
    }
}
```


UDP Client

```
public static void datagramTest(DatagramSocket ds,
                                DatagramPacket packet,
                                int count)
{
    byte[] temp = new byte[1024];
    try {
        InetAddress serverAddr = packet.getAddress();
        for (int i=0; i<count; i++) {
            packet.setData(temp);
            ds.send(packet);
            ds.receive(packet);
            if (packet.getAddress().equals(serverAddr)) {
                System.out.println("recv'd datagram #" + i +
                                    " back from server " +
                                    packet.getAddress().getHostName());
            } else {
                System.out.println("recv'd datagram back" +
                                    " not from server but from " +
                                    packet.getAddress().getHostName() +
                                    " (ignored)");
            }
        }
    } catch (IOException e) {
        System.out.println(e); // Error creating socket
    }
}
```

Example Network Applications

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- ▶ How to implement a chat program?
- ▶ How to implement a telephone program?
- ▶ How to implement a videophone program?
- ▶ How to implement a web server?

The HTTP Protocol and Web Servers

- ▶ A **Web Server** implements at least the **HTTP** protocol. In order to talk to a Web server, a client program (e.g. a web browser) must speak the HTTP protocol.
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Requests/Methods in the HTTP Protocol:

GET <pathname> HTTP/x.y (e.g. GET /sample.html HTTP/1.0

HEAD <pathname> (same as GET except only metadata is returned)

POST <string> (the server should accept the entity enclosed in the body of the message (useful for running CGI-scripts)

Response from server:

HTTP-Version status-code reason-phrase <CR><LF>

Status codes in the HTTP Protocol

Status codes:

200 OK

201 Created

301 Moved permanently

305 Use Proxy

307 Temporary redirect

400 Bad request (bad syntax)

401 Unauthorized

402 Payment required

403 Forbidden

404 Not found

500 Internal server error

501 Not implemented

503 Service unavailable

505 HTTP version not supported

A Tiny Web Server

This web server will serve files **without any protection** from a system.

```
import java.net.*;
import java.io.*;
import java.util.*;

public class TinyHttpd {
    public static void main(String argv[]) throws IOException {
        ServerSocket ss = new ServerSocket(Integer.parseInt(argv[0]));
        System.out.println("starting...");
        while (true) {
            new TinyHttpdConnection(ss.accept()).start();
            System.out.println("new connection");
        }
    }
}

class TinyHttpdConnection extends Thread {
    Socket client;
    TinyHttpdConnection (Socket client) throws SocketException {
        this.client = client;
        setPriority(NORM_PRIORITY - 1);
    }
}
```

A Tiny Web Server (contd.)

```
public void run() {
    try {
        BufferedReader in = new BufferedReader(
            new InputStreamReader(client.getInputStream(), "8859_1"));
        OutputStream out = client.getOutputStream();
        PrintWriter pout = new PrintWriter(
            new OutputStreamWriter(out, "8859_1"), true);
        String request = in.readLine();
        System.out.println("Request: "+request);

        StringTokenizer st = new StringTokenizer(request);
        if ((st.countTokens() >= 2) && st.nextToken().equals("GET")) {
            if ((request = st.nextToken()).startsWith("/"))
                request = request.substring(1);
            if (request.endsWith("/") || request.equals(""))
                request = request + "index.html";
            try {
                FileInputStream fis = new FileInputStream (request);
                byte [] data = new byte [ fis.available() ];
                fis.read(data);
                out.write(data);
                out.flush();
            } catch (FileNotFoundException e) {
                pout.println("404 Object Not Found"); }
            } else { pout.println("400 Bad Request");}
        client.close();
    } catch (IOException e) {System.out.println("I/O error " + e);}
}
```

Using the Built-In Security Manager

Java has a built-in security manager, which if activated gives the same level of access as given to applets (that is, not much). The security manager can be activated with a command line option.

```
java -Djava.security.manager TinyHttpd
```

However, we want to give access to create and use sockets. So we create a policy file (using the tool `policytool` that comes with the Java toolkit).

```
grant {  
    permission java.net.SocketPermission  
        "*:1024-", "listen,accept,connect";  
};
```

Add the following after the catch for `FileNotFoundException`.

```
catch (SecurityException e) { pout.println("403 Forbidden");}
```

Now, recompile and run the server as follows.

```
java -Djava.security.manager  
-Djava.security.policy=mysecurity.policy TinyHttpd 1234
```

Adding a Custom Security Manager to TinyHttpd

```
import java.io.*;

class TinyHttpdSecurityManager extends SecurityManager {
    public void checkAccess(Thread g) { };
    public void checkListen(int port) { };
    public void checkLink(String lib) { };
    public void checkPropertyAccess(String key) { };
    public void checkAccept(String host, int port) { };
    public void checkWrite(FileDescriptor fd) { };
    public void checkRead(FileDescriptor fd ) { };

    public void checkRead(String s) {
        if (new File(s).isAbsolute() || (s.indexOf("..") != -1))
            throw new SecurityException("Access to file: "+s+" denied.");
    }
}

// add the following to the TinyHttpd at the start of the main method
// but after creating the ServerSocket

System.setSecurityManager(new TinyHttpdSecurityManager());
```

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- ▶ Allow applets to communicate via proxies.
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- ▶ Use scalable I/O with java.nio package.

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- ▶ Starting one thread per client request can consume a lot of resources. One strategy is to use nonblocking I/O operations to manage a lot of communications from a single thread. The second strategy is to use a configurable pool of threads, taking advantage of machines with many processors.
- ▶ The java.nio package provides selectable channels. A *selectable channel* allows for the registration of a special kind of listener called a *selector* that can check the readiness of the channel for operations such as reading and writing or accepting or creating network connections.

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- ▶ The possible values of interest ops are: `OP_READ`, `OP_WRITE`, `OP_CONNECT` and `OP_ACCEPT`. These values can be OR'd together to express interest in one or more operations.
- ▶ Once one or more channels are registered with the Selector, we can perform a select operations by using one of the `select()` methods.

```
int readyCount = selector.select(); //block until one channel is ready  
int readyCount = selector.selectNow(); // returns immediately  
int readyCount = selector.select(50); // timeout of 50 milliseconds  
  
while (selector.select(50) == 0);
```

Checking for ready channels

Once `select()` comes back with a non-zero ready count, then we can get the set of ready channels from the `Selector` with the `selectedKeys()` method and iterate through them.

```
Set readySet = selector.selectedKeys();
for (Iterator itr = readySet.iterator(); itr.hasNext();) {
    SelectionKey key = (SelectionKey) itr.next();
    itr.remove(); // remove the key from the ready set
    // use the key in the application
}
```

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LargerHttpd

- ▶ The LargerHttpd is a nonblocking web server that uses `SocketChannels` and a pool of threads to service requests.
- ▶ A single thread executes the main loop that accepts new connections and checks the readiness of existing client connections for reading or writing.
- ▶ Whenever a client needs attention, it places the job in a queue where a thread from our thread pool waits to service it.

```

/* appropriate import statements */

public class LargerHttpd {
    Selector clientSelector;
    ClientQueue readyClients = new ClientQueue();

    public void run(int port, int threads) throws IOException {
        clientSelector = Selector.open();
        ServerSocketChannel ssc = ServerSocketChannel.open();
        ssc.configureBlocking(false);
        InetSocketAddress sa =
            new InetSocketAddress(InetAddress.getLocalHost(), port);
        ssc.socket().bind(sa);
        ssc.register(clientSelector, SelectionKey.OP_ACCEPT);

        for (int i=0; i<threads; i++)
            new Thread() { public void run() {
                while (true) try { handleClient(); } catch (IOException e) { }
            } }.start();

        while (true) try {
            while (clientSelector.select(50) == 0);
            Set readySet = clientSelector.selectedKeys();
            for (Iterator it = readySet.iterator(); it.hasNext();) {
                SelectionKey key = (SelectionKey)it.next();
                it.remove();
                if (key.isAcceptable())
                    acceptClient(ssc);
                else {
                    key.interestOps(0);
                    readyClients.add(key);
                }
            }
        } catch (IOException e) { System.out.println(e); }
    }
}

```

...

...

```
void acceptClient(ServerSocketChannel ssc) throws IOException {  
    SocketChannel clientSocket = ssc.accept();  
    clientSocket.configureBlocking(false);  
    SelectionKey key =  
        clientSocket.register(clientSelector, SelectionKey.OP_READ);  
    HttpdConnection client = new HttpdConnection(clientSocket);  
    key.attach(client);  
}
```

```
void handleClient() throws IOException {  
    SelectionKey key = (SelectionKey)readyClients.next();  
    HttpdConnection client = (HttpdConnection)key.attachment();  
    if (key.isReadable())  
        client.read(key);  
    else  
        client.write(key);  
}
```

```
public static void main(String argv[]) throws IOException {  
    new LargerHttpd().run(Integer.parseInt(argv[0]), 3);  
}
```

}


```

class HttpdConnection {
    static Charset charset = Charset.forName("8859_1");
    static Pattern httpGetPattern = Pattern.compile("(?s)GET /?(\\S*).*");
    SocketChannel clientSocket;
    ByteBuffer buff = ByteBuffer.allocateDirect(64*1024);
    String request;
    String response;
    FileChannel file;
    int filePosition;

    HttpdConnection (SocketChannel clientSocket) {
        this.clientSocket = clientSocket;
    }

    void read(SelectionKey key) throws IOException {
        if (request == null && (clientSocket.read(buff) == -1
            || buff.get(buff.position()-1) == '\\n'))
            processRequest(key);
        else
            key.interestOps(SelectionKey.OP_READ);
    }
}

```

...

```

...
void processRequest(SelectionKey key) {
    buff.flip();
    request = charset.decode(buff).toString();
    Matcher get = httpGetPattern.matcher(request);
    if (get.matches()) {
        request = get.group(1);
        if (request.endsWith("/") || request.equals(""))
            request = request + "index.html";
        //System.out.println("Request: "+request);
        try {
            file = new FileInputStream (request).getChannel();
        } catch (FileNotFoundException e) {
            response = "404 Object Not Found";
        }
    } else
        response = "400 Bad Request" ;

    if (response != null) {
        buff.clear();
        charset.newEncoder().encode(
            CharBuffer.wrap(response), buff, true);
        buff.flip();
    }
    key.interestOps(SelectionKey.OP_WRITE);
}
...

```

```

...
void write(SelectionKey key) throws IOException {
    if (response != null) {
        clientSocket.write(buff);
        if (buff.remaining() == 0)
            response = null;
    } else if (file != null) {
        int remaining = (int)file.size()-filePosition;
        long got = file.transferTo(filePosition, remaining, clientSocket);
        if (got == -1 || remaining <= 0) {
            file.close();
            file = null;
        } else
            filePosition += got;
    }
    if (response == null && file == null) {
        clientSocket.close();
        key.cancel();
    } else
        key.interestOps(SelectionKey.OP_WRITE);
}

}

class ClientQueue extends ArrayList {
    synchronized void add(SelectionKey key) {
        super.add(key);
        notify();
    }
    synchronized SelectionKey next() {
        while (isEmpty())
            try { wait(); } catch (InterruptedException e) { }
        return (SelectionKey)remove(0);
    }
}

```