

# ServerTriangulation.java

```

1 package Serveur.server;
2
3 import java.io.FileInputStream;
4 import java.io.IOException;
5 import java.net.ServerSocket;
6 import java.net.Socket;
7 import java.util.ArrayList;
8
9 import Serveur.maths.Fonction;
10
11 public class ServerTriangulation implements ConnectionObserver, Runnable {
12     public static final int DEFAULT_TIMEOUT = 2000;
13     public final int port;
14     private ServerSocket socket;
15     private volatile boolean active = false;
16     protected ArrayList<ClientTriangulation> clients = new
17     ArrayList<ClientTriangulation>();
18     private ConnectionListener listener;
19     private Thread listenerThread;
20
21     private String codeHtml[];
22     private String entete = "HTTP/1.1 200 OK\r\n"
23         + "Content-Type: text/html\r\n" + "Connection: close\r\n\r\n";
24
25     public Thread thread;
26
27     public ServerTriangulation(int port) throws IOException {
28         initCodeHtml();
29
30         this.port = port;
31         socket = new ServerSocket(port);
32         socket.setSoTimeout(DEFAULT_TIMEOUT);
33
34         thread = new Thread(this);
35         listener = new ConnectionListener(socket, this);
36         listenerThread = new Thread(listener);
37     }
38
39     private void initCodeHtml() throws IOException {
40         ArrayList<String> morceaux = new ArrayList<String>();
41
42         FileInputStream in = new FileInputStream(
43             "C:\\Users\\Kirito\\Documents\\TIPE\\site\\index.html");
44         StringBuffer strBuf;
45         String code = "";
46         byte[] buf = new byte[1024];
47         int len, i;
48
49         do {
50             len = in.read(buf);
51
52             if (len > 0) {
53                 strBuf = new StringBuffer();
54
55                 for (i = 0; i < len; i++)
56                     strBuf.append((char) buf[i]);
57
58                 code += strBuf.toString();
59             }
60         } while (len == buf.length);
61
62         in.close();

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62     int index = 0, startIndex = 0;
63
64     do {
65         index = code.indexOf("[{", index);
66
67         if (index != -1) {
68             String morceau = code.substring(startIndex, index);
69
70             index = code.indexOf("}", index) + 2;
71             morceaux.add(morceau);
72             startIndex = index;
73         }
74     } while (index != -1);
75
76     morceaux.add(code.substring(startIndex));
77
78     codeHtml = morceaux.toArray(new String[morceaux.size()]);
79     morceaux.clear();
80 }
81
82 @Override
83 public void newClient(Socket socket) {
84     try {
85         socket.setSoTimeout(DEFAULT_TIMEOUT);
86
87         ClientTriangulation client = new ClientTriangulation(socket, this);
88         client.start();
89         clients.add(client);
90
91         System.out.print(
92             "Le client " + socket.getInetAddress() + " est connecté. ("
93             + clients.size() + " clients au total)");
94     } catch (IOException e) {
95         e.printStackTrace();
96     }
97 }
98
99 public String constructHtml() {
100     String code = "";
101
102     for (int i = 0; i < codeHtml.length; i++) {
103         code += codeHtml[i];
104
105         if (i < codeHtml.length - 1) {
106             code += Math.random();
107         }
108     }
109
110     return entete + code;
111 }
112
113 @Override
114 public void run() {
115     active = true;
116
117     while (active) {
118
119     }
120
121     listener.close();
122
123     while (listener.isRunning());

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```
124
125     try {
126         socket.close();
127     } catch (IOException e) {
128         e.printStackTrace();
129     }
130
131     clients.clear();
132     active = false;
133 }
134
135 public void start() {
136     listenerThread.start();
137     thread.start();
138 }
139
140 public boolean isActive() {
141     return active;
142 }
143
144 public void close() {
145     active = false;
146 }
147
148 public synchronized Object doModifications(Fonction f) {
149     return f.method();
150 }
151 }
```