

ConnectionListener.java

```
1 package Serveur.server;
2
3 import java.io.IOException;
4 import java.net.ServerSocket;
5 import java.net.Socket;
6 import java.net.SocketTimeoutException;
7
8 public class ConnectionListener implements Runnable {
9     private final ServerSocket socket;
10    private ConnectionObserver observer;
11    private volatile boolean active = false, running = false;
12
13    public ConnectionListener(ServerSocket socket,
14        ConnectionObserver observer) {
15        this.socket = socket;
16        this.observer = observer;
17    }
18
19    public void run() {
20        active = running = true;
21
22        while (active) {
23            try {
24                Socket client = socket.accept();
25                observer.newClient(client);
26            } catch (IOException e) {
27                if (!(e instanceof SocketTimeoutException))
28                    e.printStackTrace();
29            }
30        }
31
32        running = false;
33    }
34
35    public boolean isRunning() {
36        return running;
37    }
38
39    public void close() {
40        active = false;
41    }
42 }
```