



Lecture 10

Java SE Network Programming




presentation

Java Programming – Software App Development

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Cristian Toma – Business Card



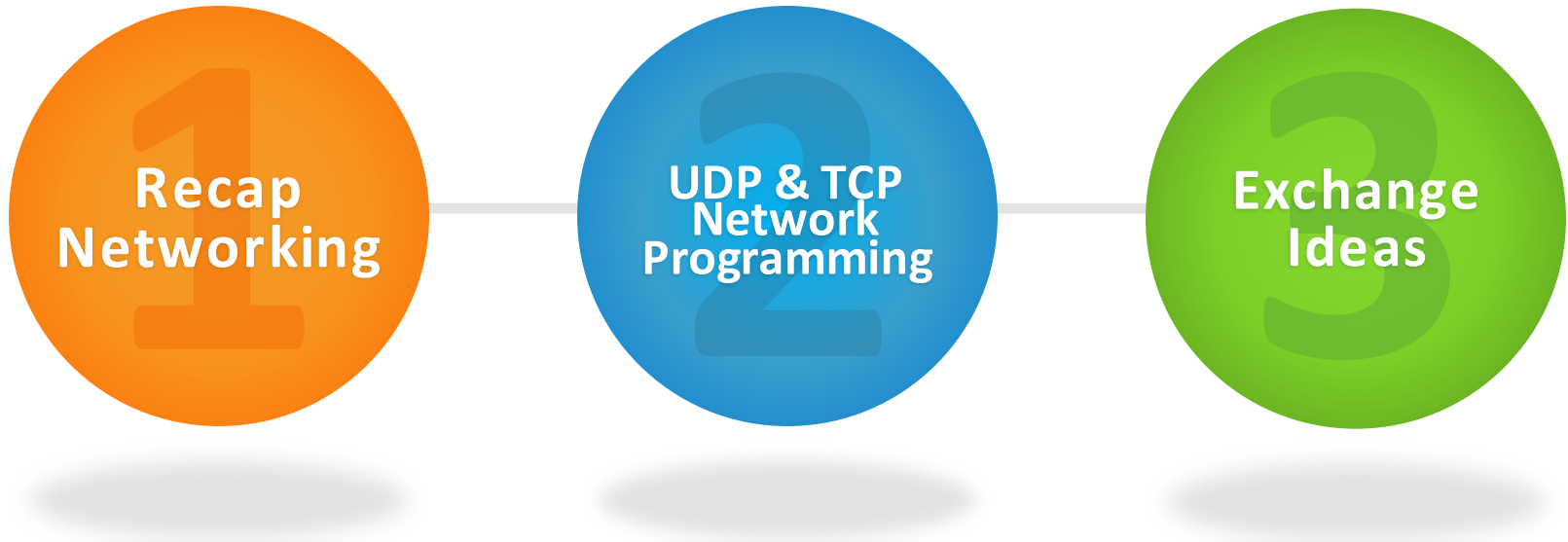
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Agenda for Lecture 10





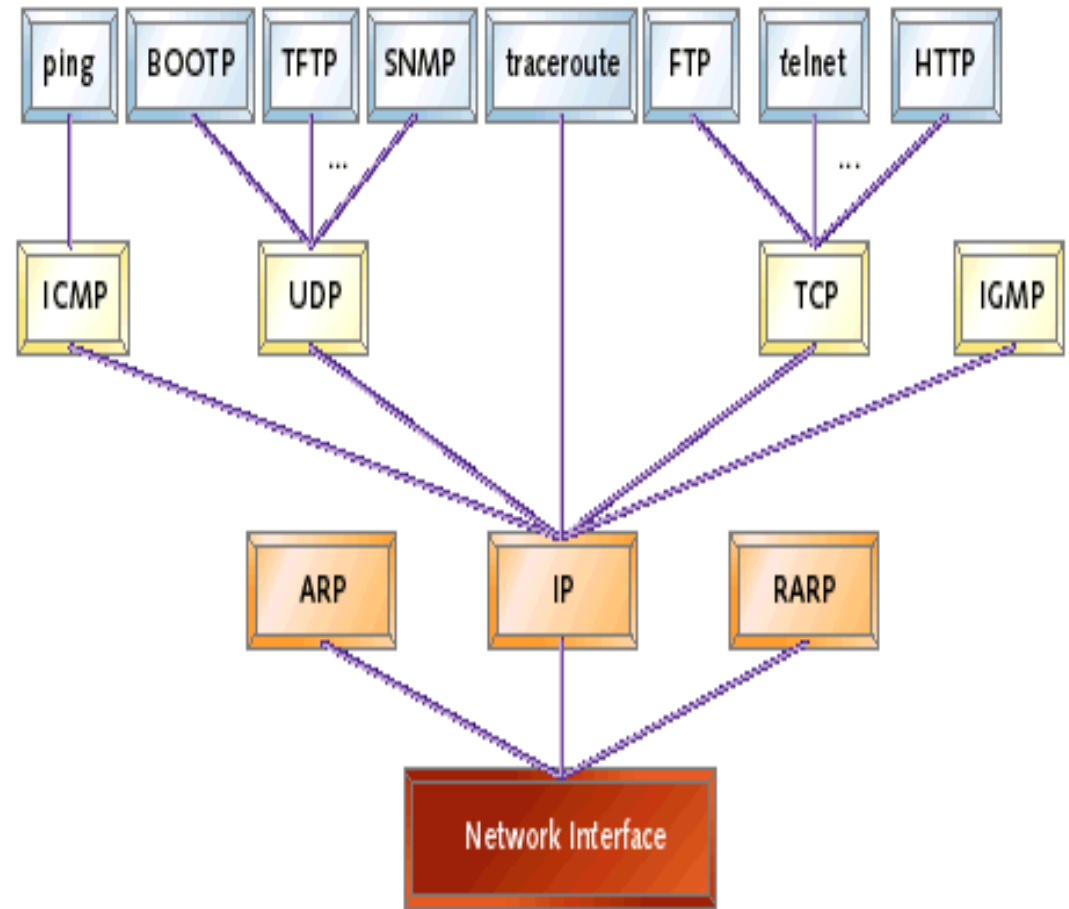
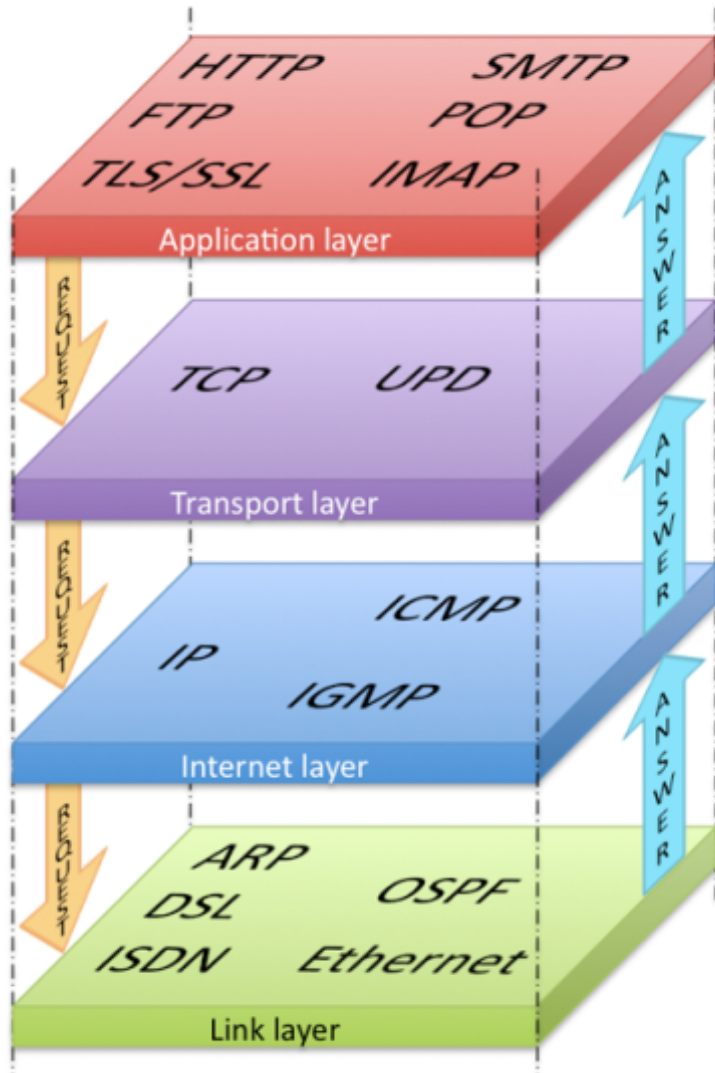
Networking IP, UDP and TCP programming, TCP/IP state machine

Networking Recapitulation



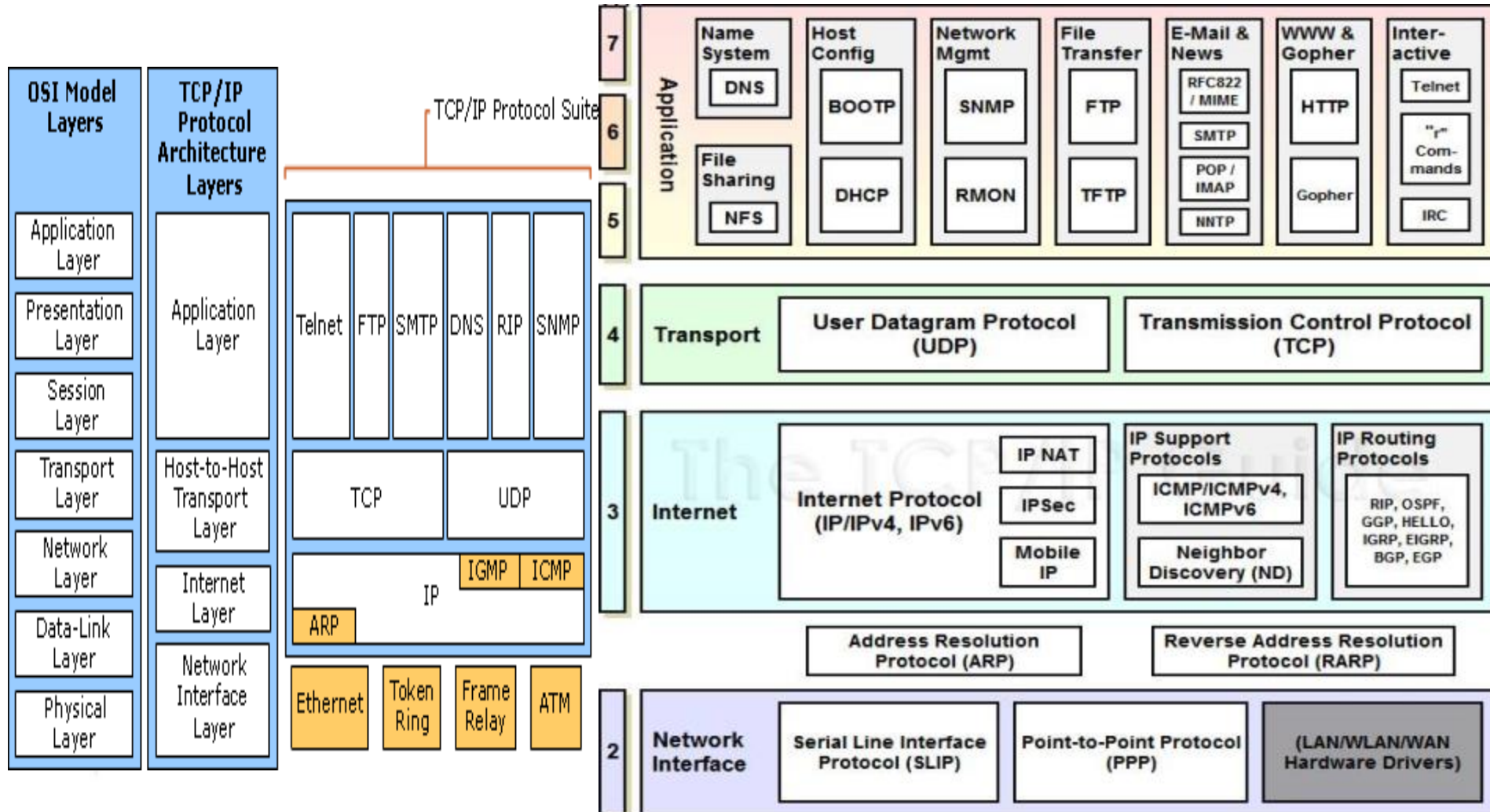
1. Networking TCP/IP Stack

HOW TCP/IP Works:



1. Networking TCP/IP Stack

TCP/IP Stack Model:



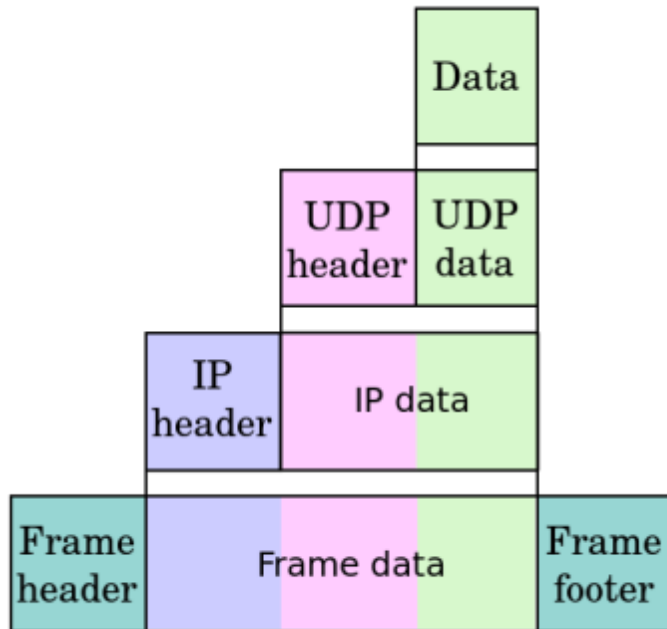
1. Networking TCP/IP Stack

ISO/OSI Model vs. TCP/IP:

TCP/IP DoD Model			OSI Model
Application Layer (Services Layers 5,6,7) PDU: Data	HTTP: port 80 HTTPS/TLS/SSL: port 443	DNS: port 53 TFTP: port 69	Application Layer (7) Scribe. APIs, network services Serves the King/User
	NNTP: port 119 FTP: port 21, 20 Telnet: port 23 SSH: port 22 POP3: port 110 IMAP4: port 143	DHCP/BootP: port 67,68 SNMP: port 162, 161 NTP: port 123 Syslog: port 514	Presentation Layer (6) Translator. Reformats, encrypts/de-crypts, compress/de-compress
	SMTP: port 25		Session Layer (5) Negotiator. Establishes, manages and ends sessions.
Transport Layer (Host to Host Layer 4) PDU: Segments	TCP: protocol 6	UDP: protocol 17	Transport Layer (4) Middle Manager. Segment ID/Assembly
Internet Layer (Network Layer 3) PDU: Packets	IP	IP	Network Layer (3) Mail Room Guy. IP Addressing/Routing
Network Access Layer 1 & 2 PDU: Frame	Ethernet, PPP Frame Relay MAC addresses, ARP	Ethernet, PPP Frame Relay MAC addresses, ARP	Data-Link Layer (2) Envelope Stuffer. Organizes bits into frames
Network Access Layer 1 & 2 PDU: Bits or Data Stream	Electrons, RF or Light	Electrons, RF or Light	Physical Layer (1) The Truck. Movement of bits.

1. Networking TCP/IP Stack

TCP/IP Message Encapsulation:



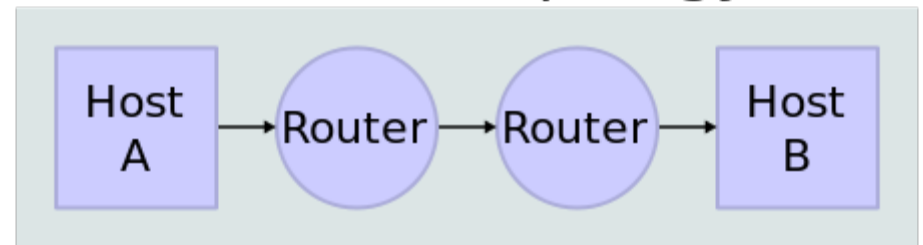
Application

Transport

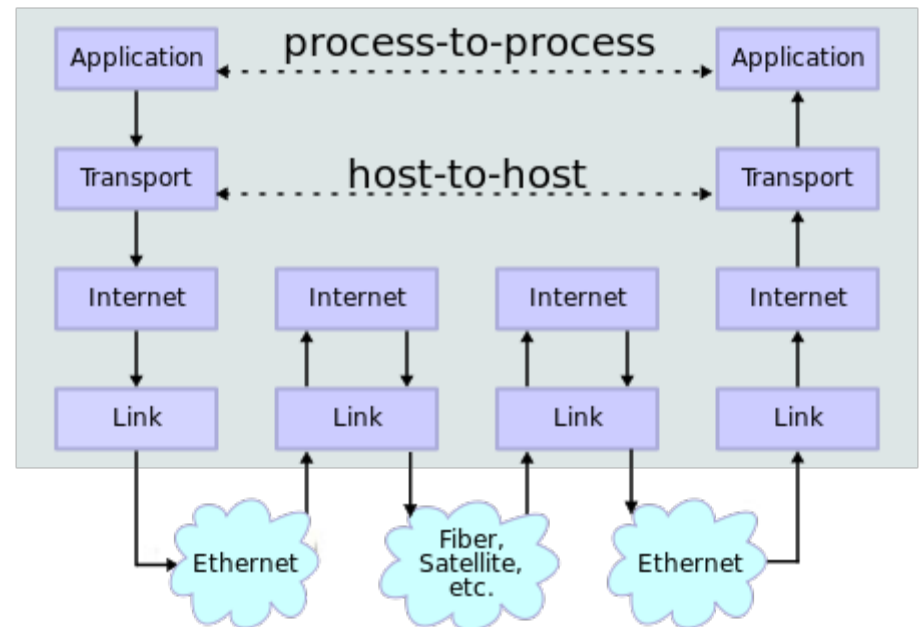
Internet

Link

Network Topology

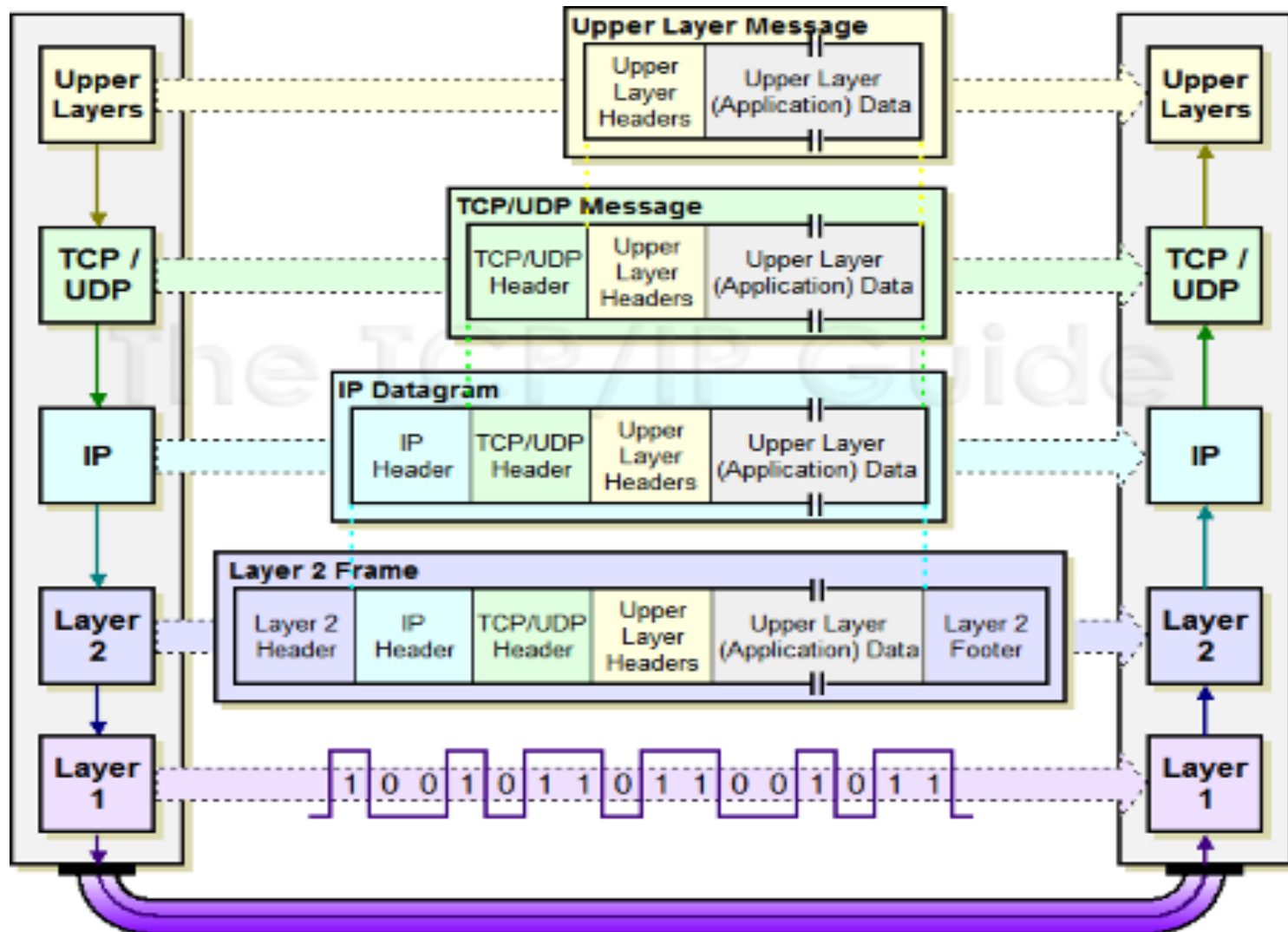


Data Flow



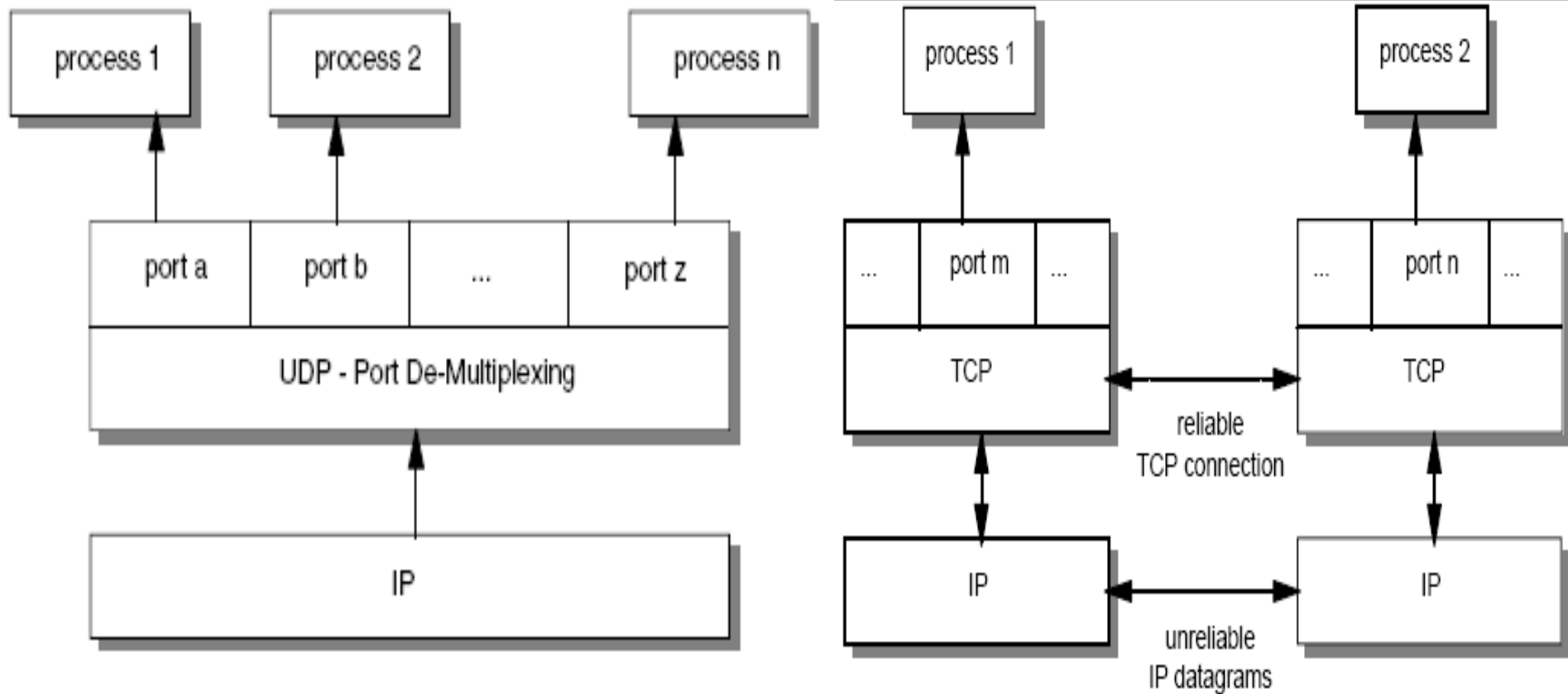
1. Networking TCP/IP Stack

TCP/IP Message Flow:



1. Networking TCP/IP Stack

TCP/IP App/Port Multiplexing:



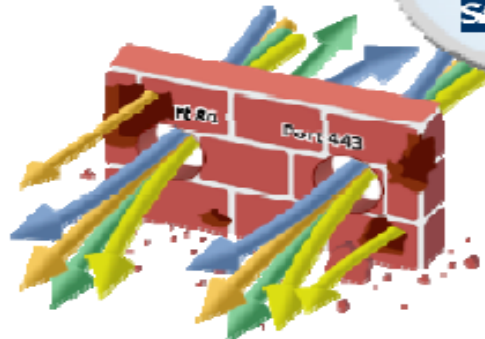
1. Networking TCP/IP Stack

What is running on port 80?



Applications Have Changed – Firewalls Have Not

- The gateway at the trust border is the right place to enforce policy control
 - Sees all traffic
 - Defines trust boundary



- BUT...Applications Have Changed
 - Ports \neq Applications
 - IP Addresses \neq Users
 - Packets \neq Content

Need to Restore Visibility and Control in the Firewall

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9	4	2	2	4	5	6	7	9	9	10	11	12	12	14	15	16	17	18	18	20	24	23	23	24	25	26	27	28	28	28	24
---	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

1. Networking TCP/IP Stack

UDP Header – RFC 768 – Connection-less vs. TCP Header – RFC 793 – Connection-oriented

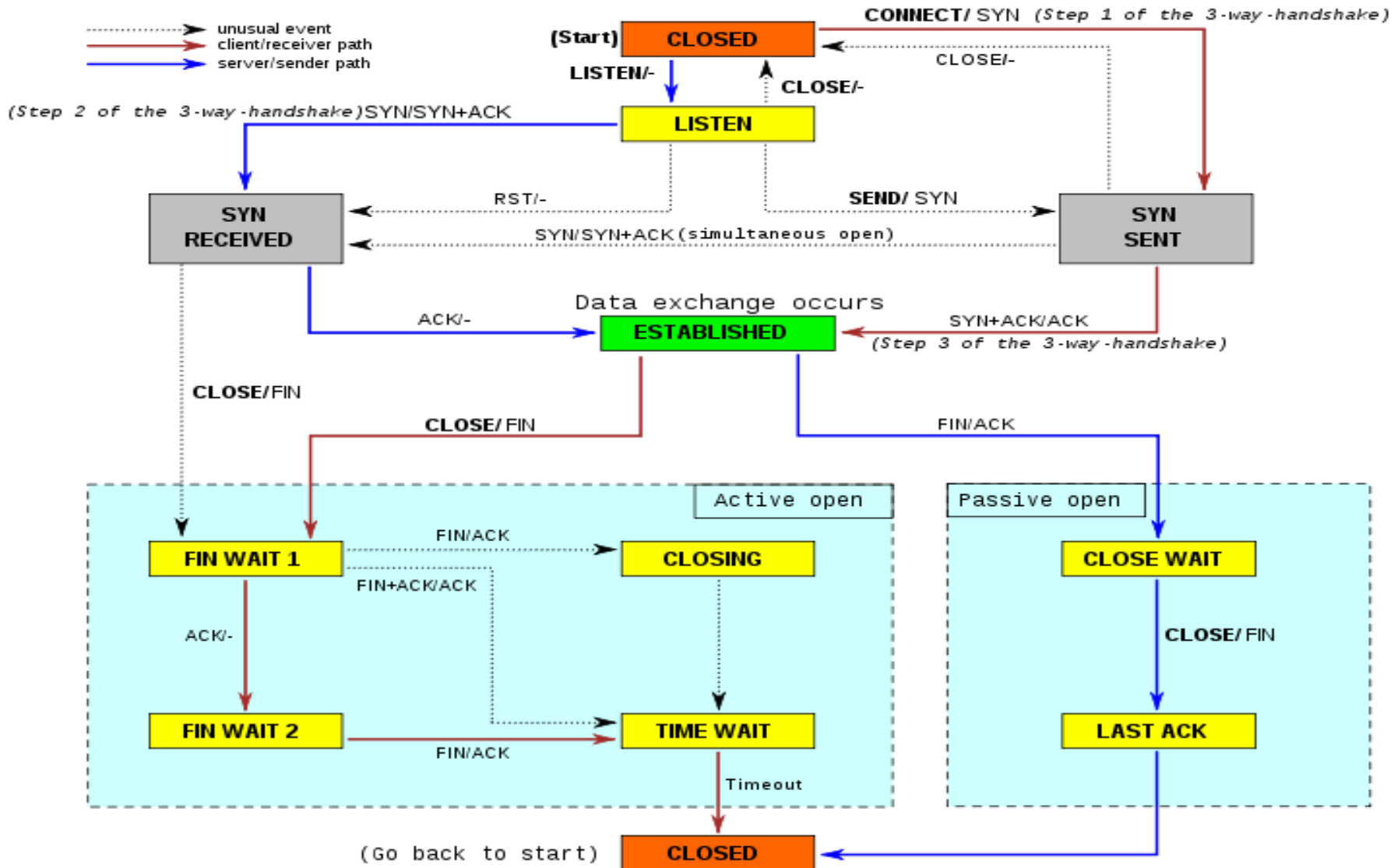
UDP Header

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Source Port																Destination Port															
0								1								2								3							
Length																Checksum															
4								5								6								7							

TCP Header

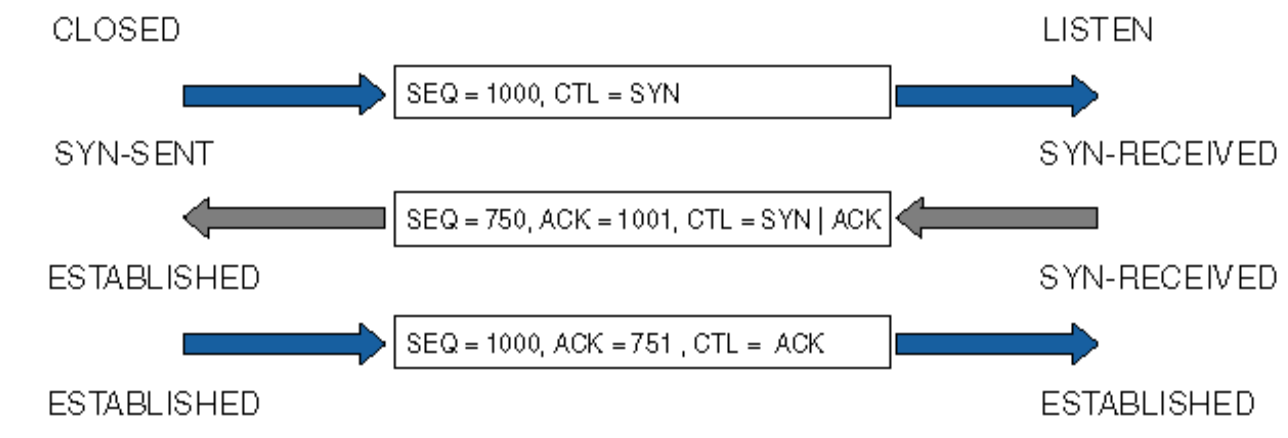
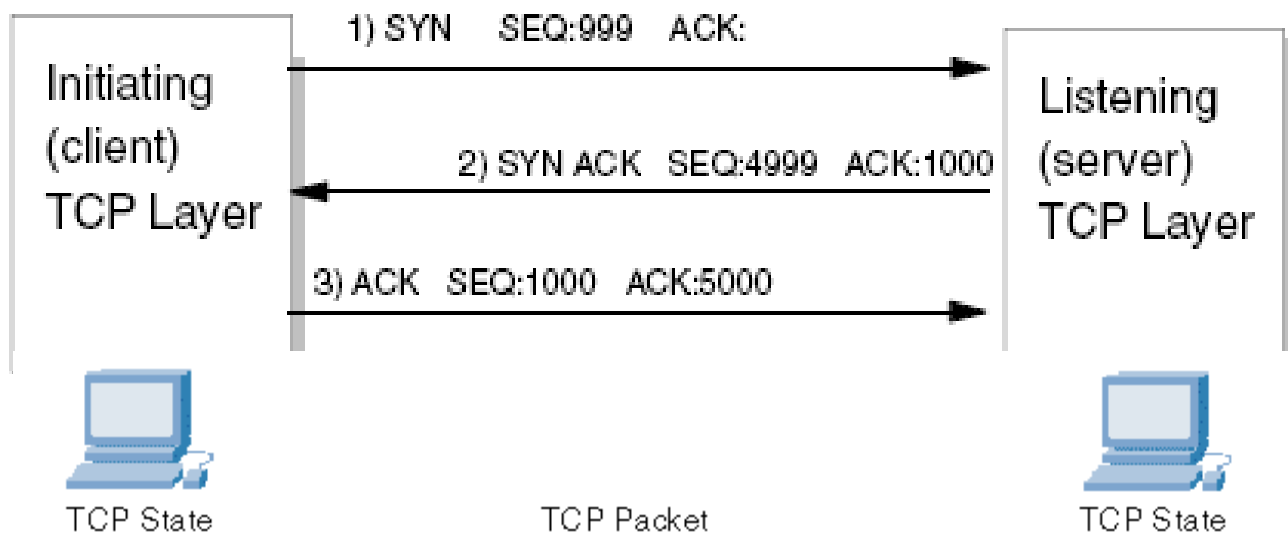
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
Source Port Number (16 bits)																Destination Port Number (16 bits)															
0								1								2								3							
Sequence Number (32 bits)																															
4								5								6								7							
Acknowledgement Number (32 bits)																															
8								9								10								11							
Header Length (4 bits)				Reserved (6 bits)				U R G	A C K	P S H	R S T	S Y N	F I N	Window Size (16 bits)																	
12								13								14								15							
TCP Checksum (16 bits)																Urgent Pointer (16 bits)															
16								17								18								19							
Options (If any, variable length, padded with 0's)																															
20								21								22								23							
Data																															
24								25								26								27							

TCP State Machine – RFC 793:



1.2 TCP/IP Networking Programming

TCP Handshake:



Section Conclusion

Fact: **Java is suitable for Networking**

In few **samples** it is simple to understand: UDP and TCP programming is useful for HTC – High Throughput Computing (Distributed Computing), .

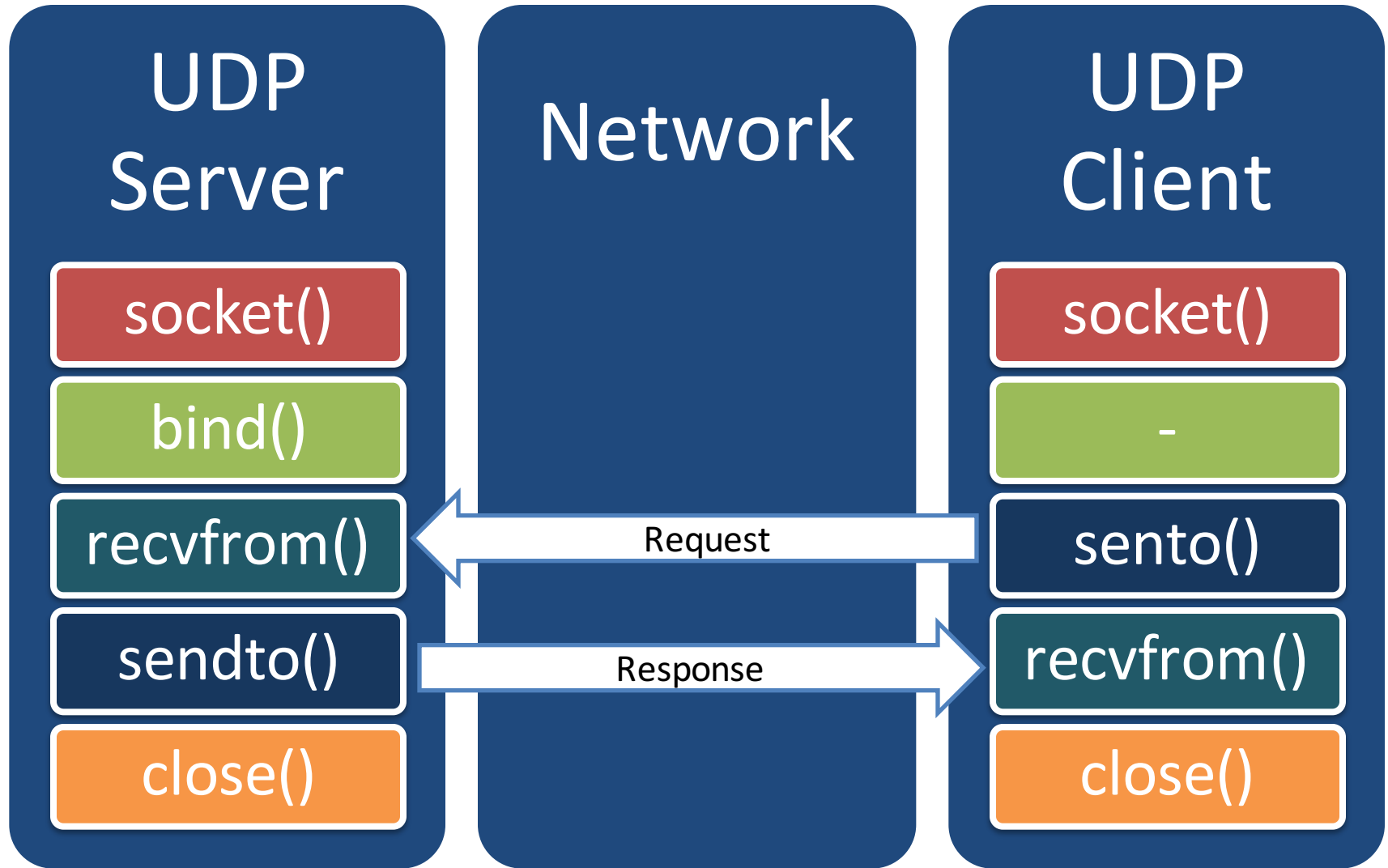




UDP Client-Server programming, TCP Client-Server programming, FTP Server

Network UDP & TCP Programming

2.1 TCP/IP Networking Programming – UDP Programming – Socket Primitives:



2.1 TCP/IP Networking Programming– UDP Programming– Socket Primitives:

```
package eu.ase.net.udp;
import java.io.*;
import java.net.*;
public class UDPServer {
    public static void main(String[] args) {
        // get a datagram socket
        DatagramSocket socket = null;
        byte[] bufResp = null;
        byte[] bufRecv = null;
        try {
            socket = new DatagramSocket(778); //it is correct because this constructor executes "bind"
            while(true) {
                bufRecv = new byte[256];
                // receive request
                DatagramPacket packet = new DatagramPacket(bufRecv, bufRecv.length);
                socket.receive(packet);

                // figure out response
                String respString = new String("OK");
                bufResp = respString.getBytes();

                // send the response to the client at "address" and "port"
                InetAddress address = packet.getAddress();
                int port = packet.getPort();
                packet = new DatagramPacket(bufResp, bufResp.length, address, port);
                socket.send(packet);
            }
        } catch(IOException ioe) {
```

2.1 TCP/IP Networking Programming– UDP Programming– Socket Primitives:

```
package eu.ase.net.udp;
import java.io.*;
import java.net.*;
public class UDPClient {
    public static void main(String[] args) throws IOException {
        // get a datagram socket
        DatagramSocket socket = new DatagramSocket();

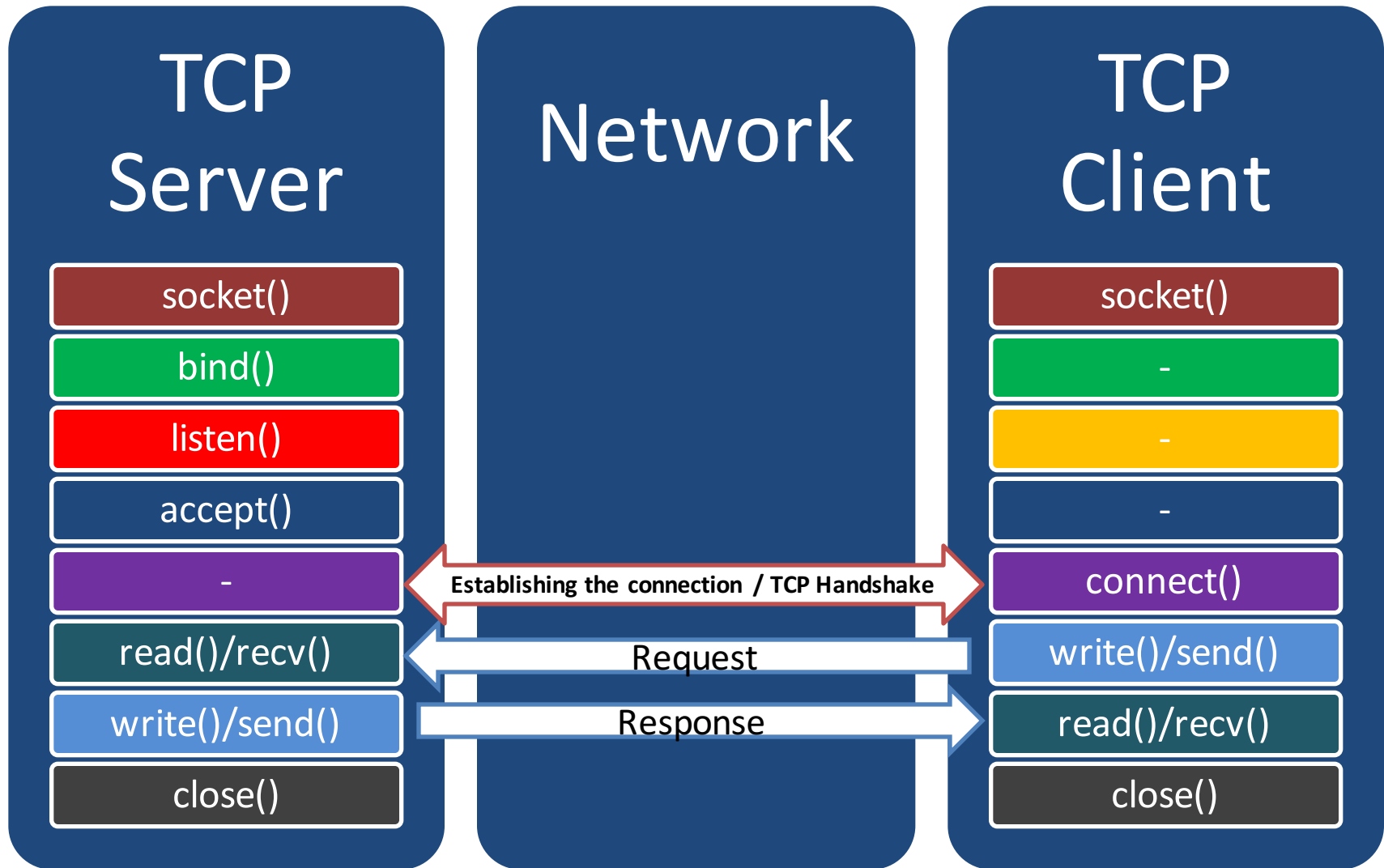
        // send request
        byte[] buf = new byte[256];
        InetAddress address = InetAddress.getByName("127.0.0.1");
        DatagramPacket packet = new DatagramPacket(buf, buf.length, address, 778);
        socket.send(packet);

        // get response
        byte[] bufResp = new byte[256];
        packet = new DatagramPacket(bufResp, bufResp.length);
        socket.receive(packet);

        // display response
        String received = new String(packet.getData());
        System.out.print("Client de la server: " + received);

        // close socket
        socket.close();
    }
}
```

2.2 TCP/IP Networking Programming – TCP Programming – Socket Primitives:



2.2 TCP/IP Networking Programming – TCP Programming – Socket Primitives:



Server

```
ServerSocket serverSocket = null;
Socket clientSocket = null;
```

```
boolean listening = true;
```

```
OutputStream os = null; PrintWriter out = null;
InputStream is = null; BufferedReader in = null;
String inputLine = null, outputLine = null;
```

```
//SEVERSOCKET = SOCKET+BIND+LISTEN
serverSocket = new ServerSocket(4801);
clientSocket = serverSocket.accept();
```

//ACCEPT

```
//STABILIREA CONEXIUNII
is = clientSocket.getInputStream();
in = new BufferedReader(new InputStreamReader(is));
```

```
os = clientSocket.getOutputStream();
out = new PrintWriter(os, true);
```

```
while ((inputLine = in.readLine()) != null) {
    System.out.println(inputLine);
    outputLine = new String("OK");
    out.println(outputLine);
    out.flush();
    if (outputLine.compareTo("La revedere!") == 0) {break;}
}
```



Client

```
Socket clientSocket = null;
PrintWriter outC = null;
BufferedReader inC = null;
```

```
clientSocket = new Socket(args[0],
Integer.parseInt(args[1]));//SOCKET
```

```
//STABILIREA CONEXIUNII
//CONNECT = OUT2SERVER + INfromSERVER
```

```
//OUT2SERVER
outC = new PrintWriter(clientSocket.getOutputStream(), true);
```

```
//INfromSERVER
inC = new BufferedReader(new
InputStreamReader(clientSocket.getInputStream()));
```

```
String lin = "";
outC.println("As vrea sa ma conectez.");//SEND
lin = inC.readLine();                //RECV
System.out.println("Sever: " + lin);
```



2. TCP/IP Network Programming

HTTP Programming – RFC 2616:

```
Request          = Request-Line           ; Section 5.1
                  *(( general-header       ; Section 4.5
                    | request-header       ; Section 5.3
                    | entity-header ) CRLF) ; Section 7.1
                  CRLF
                  [ message-body ]        ; Section 4.3
```

5.1 Request-Line

The Request-Line begins with a method token, followed by the Request-URI and the protocol version, and ending with CRLF. The elements are separated by SP characters. No CR or LF is allowed except in the final CRLF sequence.

```
Request-Line     = Method SP Request-URI SP HTTP-Version CRLF
```

2. TCP/IP Network Programming

HTTP Programming – RFC 2616:

5.1.1 Method

The Method token indicates the method to be performed on the resource identified by the Request-URI. The method is case-sensitive.

Method	= "OPTIONS"	; Section 9.2
	"GET"	; Section 9.3
	"HEAD"	; Section 9.4
	"POST"	; Section 9.5
	"PUT"	; Section 9.6
	"DELETE"	; Section 9.7
	"TRACE"	; Section 9.8
	"CONNECT"	; Section 9.9
	extension-method	

extension-method = token

2. TCP/IP Network Programming

HTTP Programming – RFC 2616:

No. ↓	Time	Source	Destination	Protocol	Info
1	0.000000	10.10.10.66	72.14.221.104	TCP	tttyinfo > http [SY
2	0.046480	72.14.221.104	10.10.10.66	TCP	http > tttyinfo [SY
3	0.046535	10.10.10.66	72.14.221.104	TCP	tttyinfo > http [AC
4	0.100161	10.10.10.66	72.14.221.104	HTTP	GET / HTTP/1.1
5	0.148781	72.14.221.104	10.10.10.66	TCP	http > tttyinfo [AC
6	0.156888	72.14.221.104	10.10.10.66	TCP	[TCP segment of a
7	0.157715	72.14.221.104	10.10.10.66	TCP	[TCP segment of a
8	0.157759	10.10.10.66	72.14.221.104	TCP	tttyinfo > http [AC
9	0.185421	72.14.221.104	10.10.10.66	TCP	[TCP segment of a
10	0.201321	72.14.221.104	10.10.10.66	TCP	[TCP segment of a
11	0.201368	10.10.10.66	72.14.221.104	TCP	tttyinfo > http [AC
12	0.201518	72.14.221.104	10.10.10.66	TCP	[TCP segment of a

- Frame 4 (255 bytes on wire, 255 bytes captured)
- Ethernet II, Src: Fujitsu_70:75:14 (00:17:42:70:75:14), Dst: Intel_e9:94:62 (00:02:b3:e9:94:62)
- Internet Protocol, Src: 10.10.10.66 (10.10.10.66), Dst: 72.14.221.104 (72.14.221.104)
- Transmission Control Protocol, Src Port: tttyinfo (2012), Dst Port: http (80), Seq: 1, Acc
- Hypertext Transfer Protocol

```
0000 00 02 b3 e9 94 62 00 17 42 70 75 14 08 00 45 00 .....b... Bpu...E.
0010 00 f1 34 4f 40 00 80 06 8b f5 0a 0a 0a 42 48 0e ..4o@... ..BH.
0020 dd 68 07 dc 00 50 1a 46 ca 97 b6 63 68 6e 50 18 .h...P.F ...chnP.
0030 ff ff 3a a6 00 00 47 45 54 20 2f 20 48 54 54 50 .....GE T / HTTP
0040 2f 31 2e 31 0d 0a 55 73 65 72 2d 41 67 65 6e 74 /1.1..Us er-Agent
0050 3a 20 4a 61 76 61 2f 31 2e 35 2e 30 5f 30 39 0d : Java/1 .5.0_09.
0060 0a 48 6f 73 74 3a 20 77 77 77 2e 67 6f 6f 67 6c .Host: w ww.googl
0070 65 2e 72 6f 0d 0a 41 63 63 65 70 74 3a 20 74 65 e.ro..Ac cept: te
0080 78 74 2f 68 74 6d 6c 2c 20 69 6d 61 67 65 2f 67 xt/html, image/g
0090 69 66 2c 20 69 6d 61 67 65 2f 6a 70 65 67 2c 20 if, imag e/jpeg,
00a0 2a 3b 20 71 3d 2e 32 2c 20 2a 2f 2a 3b 20 71 3d *; q=.2, */*; q=
00b0 2e 32 0d 0a 43 6f 6e 6e 65 63 74 69 6f 6e 3a 20 .2..Conn ection:
00c0 6b 65 65 70 2d 61 6c 69 76 65 0d 0a 43 6f 6e 74 keep-ali ve..Cont
00d0 65 6e 74 2d 74 79 70 65 3a 20 61 70 70 6c 69 63 ent-type : applic
00e0 61 74 69 6f 6e 2f 78 2d 77 77 77 2d 66 6f 72 6d ation/x- ww-form
00f0 2d 75 72 6c 65 6e 63 6f 64 65 64 0d 0a 0d 0a -urlenco ded....
```

Section Conclusions

Java Network Programming uses for UDP: DatagramSocket and DatagramPacket classes on both server and client side.

Java Network Programming uses for TCP: ServerSocket and Socket classes on server side. Only Socket class on client side.

For both server and client, it is necessary to create byte/char Input (socket.getInputStream()) and Output (socket.getOutputStream()) streams between the Random Access Memory – RAM and the network communications channel.

Java Network Programming
for easy sharing



Network Programming & Java Sockets

Communicate & Exchange Ideas





Questions & Answers!

But wait...

There's More!





Thanks!



Java SE
End of Lecture 10 – Summary of Java SE &
Network Programming

