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# Building WebSocket Apps in Java using JSR 356

Arun Gupta

[blogs.oracle.com/arungupta](https://blogs.oracle.com/arungupta), @arungupta

MAKE THE  
FUTURE  
JAVA



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# Agenda

- Primer on WebSocket
- JSR 356: Java API for WebSocket

# Interactive Web Sites

- HTTP is half-duplex
- HTTP is verbose
- Hacks for Server Push
  - Polling
  - Long Polling
  - Comet/Ajax
- Complex, Inefficient, Wasteful





# WebSocket to the Rescue

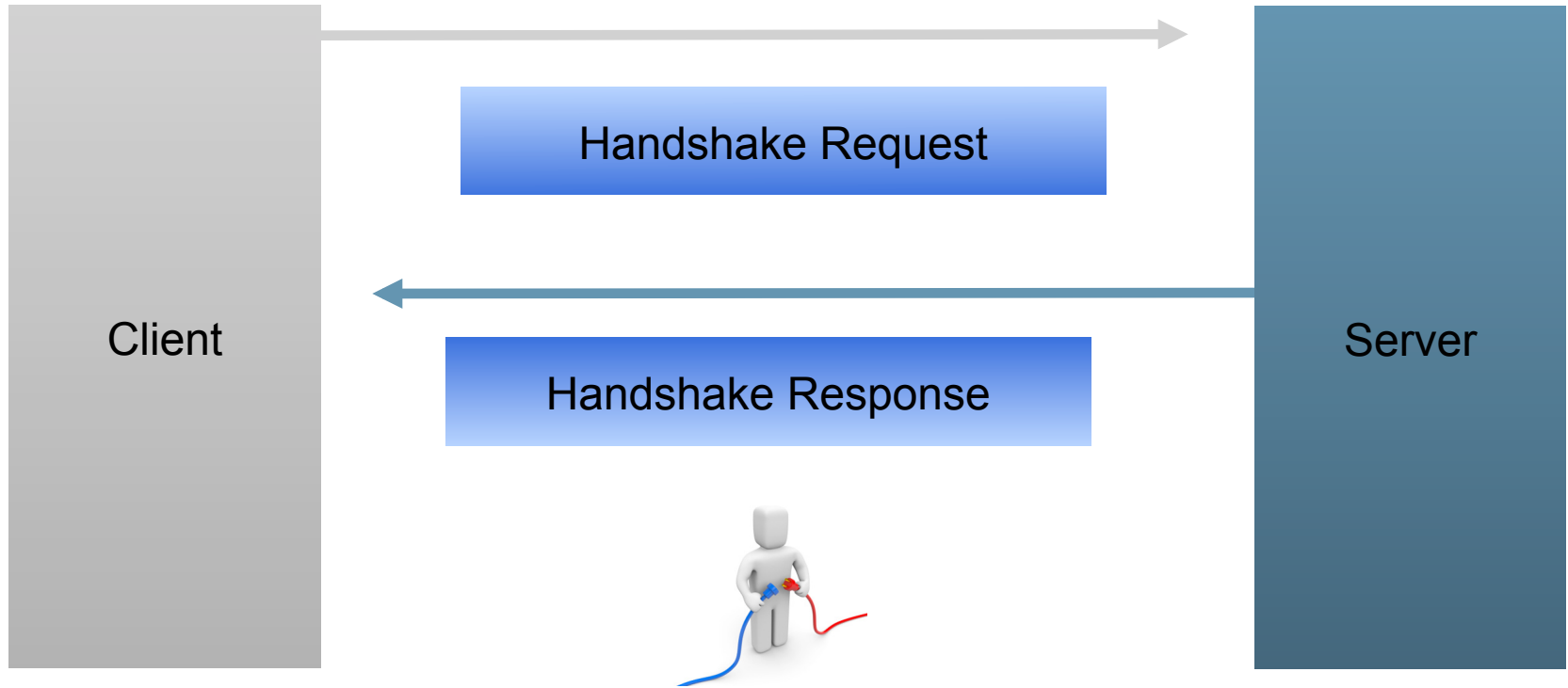
- TCP based, bi-directional, full-duplex messaging
- Originally proposed as part of HTML5
- IETF-defined **Protocol**: RFC 6455
  - Handshake
  - Data Transfer
- W3C defined **JavaScript API**
  - Candidate Recommendation



# What' s the basic idea ?

- Upgrade HTTP to upgrade to WebSocket
  - Single TCP connection
  - Transparent to proxies, firewalls, and routers
- Send data frames in both direction (Bi-directional)
  - No headers, cookies, authentication
  - No security overhead
  - “ping”/”pong” frames for keep-alive
- Send message independent of each other (Full Duplex)
- End the connection

# Establish a connection





# Handshake Request



```
GET /chat HTTP/1.1
Host: server.example.com
Upgrade: websocket
Connection: Upgrade
Sec-WebSocket-Key: dGhlIHNhbXBsZSBub25jZQ==
Origin: http://example.com
Sec-WebSocket-Protocol: chat, superchat
Sec-WebSocket-Version: 13
```

# Handshake Response



HTTP/1.1 101 Switching Protocols

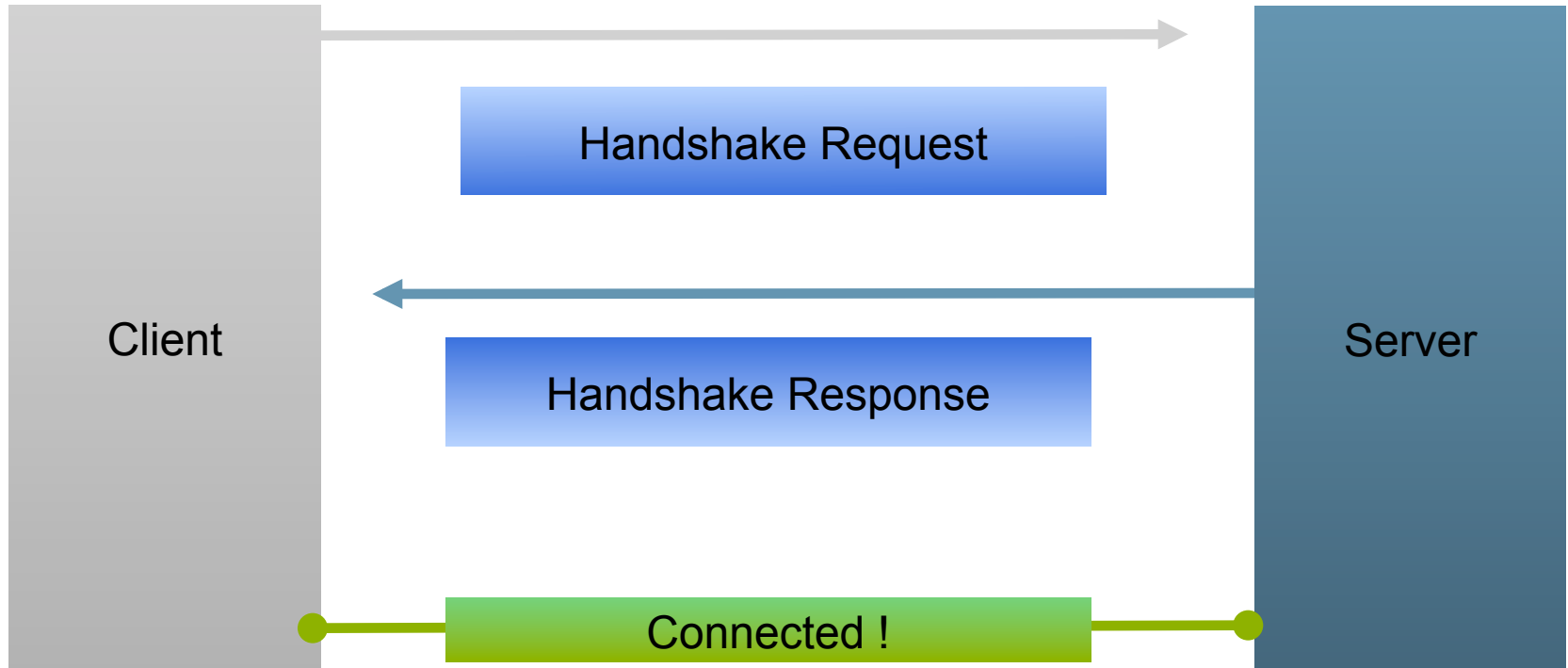
**Upgrade:** websocket

**Connection:** Upgrade

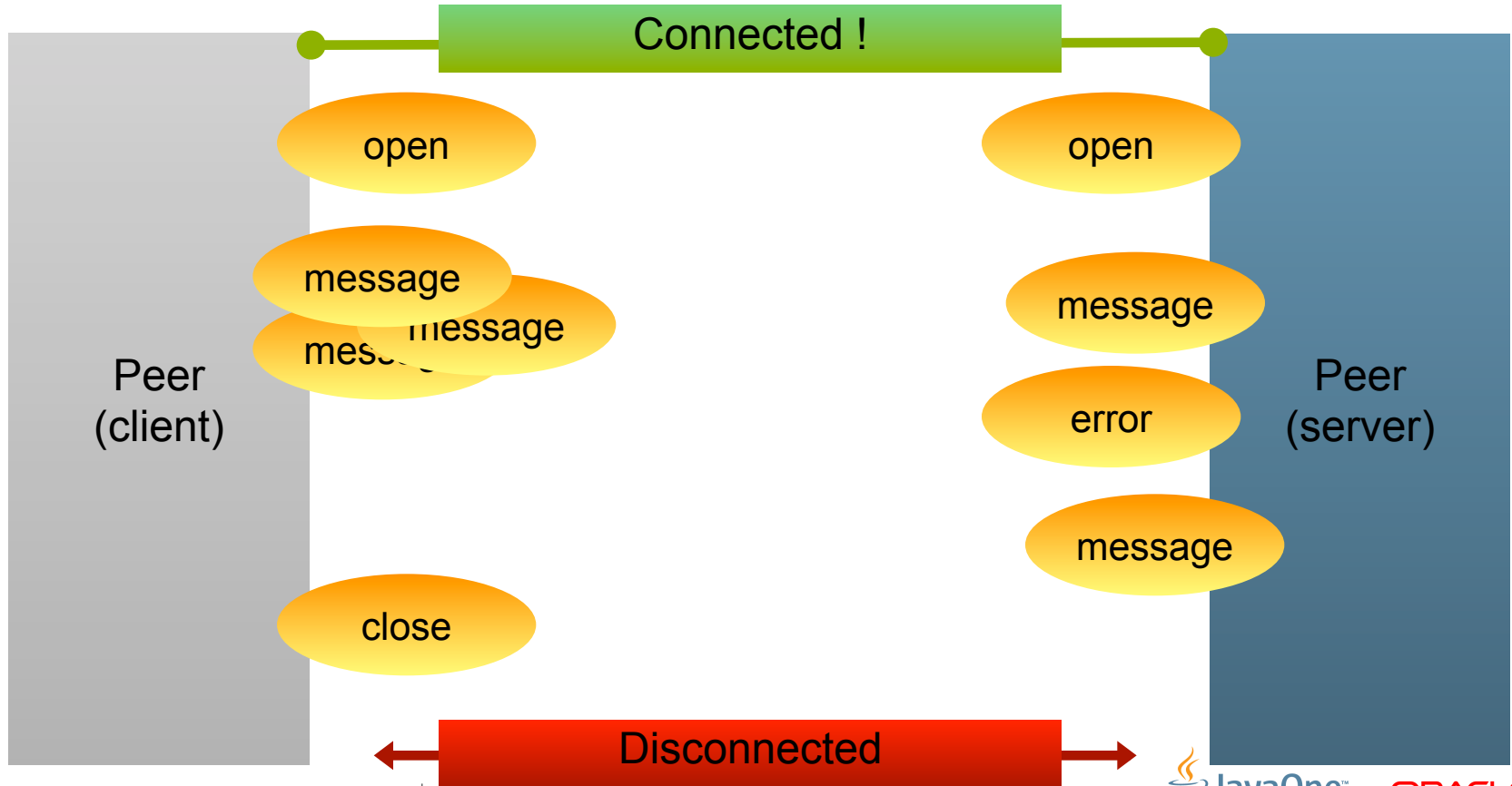
**Sec-WebSocket-Accept:** s3pPLMBiTxaQ9kYGzzhZRbK+xOo=

**Sec-WebSocket-Protocol:** chat

# Establishing a Connection



# WebSocket Lifecycle



# WebSocket API

[www.w3.org/TR/websockets/](http://www.w3.org/TR/websockets/)



```
[Constructor(DOMString url, optional (DOMString or DOMString[]) protocols)]
interface WebSocket : EventTarget {
  readonly attribute DOMString url;

  // ready state
  const unsigned short CONNECTING = 0;
  const unsigned short OPEN = 1;
  const unsigned short CLOSING = 2;
  const unsigned short CLOSED = 3;
  readonly attribute unsigned short readyState;
  readonly attribute unsigned long bufferedAmount;

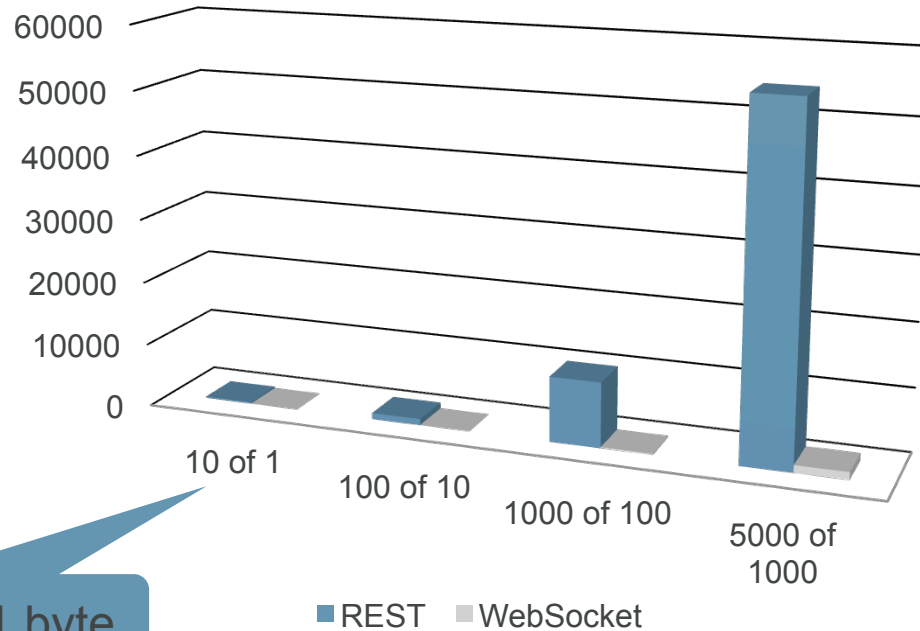
  // networking
  attribute EventHandler onopen;
  attribute EventHandler onerror;
  attribute EventHandler onclose;
  readonly attribute DOMString extensions;
  readonly attribute DOMString protocol;
  void close([Clamp] optional unsigned short code, optional DOMString reason);

  // messaging
  attribute EventHandler onmessage;
  attribute DOMString binaryType;
  void send(DOMString data);
  void send(Blob data);
  void send(ArrayBuffer data);
  void send(ArrayBufferView data);
};
```





# REST vs WebSocket



10 messages of 1 byte

# REST vs WebSocket

Payload size:   
How many times?:   
Protocol: ☒ REST ☒ WebSocket

Echo

Clear

## REST Endpoint

Sending messages:



Receiving messages:



Sending 10 messages of "1" byte(s)

Total execution time: 220 ms

---

Sending 100 messages of "10" byte(s)

Total execution time: 986 ms

---

Sending 1000 messages of "100" byte(s)

Total execution time: 10210 ms

---

Sending 5000 messages of "1000" byte(s)

Total execution time: 54449 ms

---

## WebSocket

Sending messages:



Receiving messages:



Sending 10 messages of "1" byte(s)

Total execution time: 7 ms

---

Sending 100 messages of "10" byte(s)

Total execution time: 57 ms

---

Sending 1000 messages of "100" byte(s)

Total execution time: 179 ms

---

Sending 5000 messages of "1000" byte(s)

Total execution time: 1202 ms

---



# JSR 356 Specification

- Standard Java API for creating WebSocket Applications
- Transparent Expert Group
  - [jcp.org/en/jsr/detail?id=356](http://jcp.org/en/jsr/detail?id=356)
  - [java.net/projects/websocket-spec](http://java.net/projects/websocket-spec)
- **FINAL**: Part of Java EE 7

# JSR 356: Reference Implementation

- Tyrus: [java.net/projects/tyrus](http://java.net/projects/tyrus)
- Open source and transparent
- Integrated in GlassFish 4 Builds
  - [download.java.net/glassfish/4.0/promoted](http://download.java.net/glassfish/4.0/promoted)

# Java API for WebSocket Features

- API for WebSocket Server and Client Endpoint
  - Annotated: `@ServerEndpoint`, `@ClientEndpoint`
  - Programmatic: `Endpoint`
    - WebSocket opening handshake negotiation
- Integration with Java EE Web container

# Hello World and Basics POJO



# Hello World

## Annotated Endpoint

```
import javax.websocket.*;  
  
@ServerEndpoint("/hello")  
public class HelloBean {  
  
    @OnMessage  
    public String sayHello(String name) {  
        return "Hello " + name;  
    }  
}
```

# Annotations

Annotation	Level	Purpose
@ServerEndpoint	class	Turns a POJO into a Server Endpoint
@ClientEndpoint	class	Turns a POJO into a Client Endpoint
@OnMessage	method	Intercepts WebSocket Message events
@PathParam	method parameter	Flags a matched path segment of a URI-template
@OnOpen	method	Intercepts WebSocket Open events
@OnClose	method	Intercepts WebSocket Close events
@OnError	method	Intercepts errors during a conversation

# @ServerEndpoint attributes

value	Relative URI or URI template e.g. “/hello” or “/chat/{subscriber-level}”
decoders	list of message decoder classnames
encoders	list of message encoder classnames
subprotocols	list of the names of the supported subprotocols

# Custom Payloads

```
@ServerEndpoint(  
    value="/hello",  
    decoders={MyMessageDecoder.class},  
    encoders={MyMessageEncoder.class}  
)  
public class MyEndpoint {  
    . . .  
}
```



# Custom Payloads – Text Decoder

```
public class MyMessageDecoder implements Decoder.Text<MyMessage> {  
  
    public MyMessage decode(String s) {  
        JsonObject jsonObject = Json.createReader(...).readObject();  
        return new MyMessage(jsonObject);  
    }  
  
    public boolean willDecode(String string) {  
        . . .  
        return true; // Only if can process the payload  
    }  
    . . .  
}
```

# Custom Payloads – Text Encoder

```
public class MyMessageEncoder implements Encoder.Text<MyMessage> {  
  
    public String encode(MyMessage myMessage) {  
        return myMessage.jsonObject.toString();  
    }  
  
    . . .  
}
```

# Custom Payloads – Binary Decoder

```
public class MyMessageDecoder implements Decoder.Binary<MyMessage> {  
  
    public MyMessage decode(byte[] bytes) {  
        . . .  
        return myMessage;  
    }  
  
    public boolean willDecode(byte[] bytes) {  
        . . .  
        return true; // Only if can process the payload  
    }  
  
    . . .  
}
```

# Which methods can be @OnMessage ?

- Exactly one of the following
  - Text: `String`, Java primitive or equivalent class, `String` and `boolean`, `Reader`, any type for which there is a decoder
  - Binary: `byte[]`, `ByteBuffer`, `byte[]` and `boolean`, `ByteBuffer` and `boolean`, `InputStream`, any type for which there is a decoder
  - Pong messages: `PongMessage`
- An optional `Session` parameter
- 0..n `String` parameters annotated with `@PathParam`
- Return type: `String`, `byte[]`, `ByteBuffer`, Java primitive or class equivalent or any type for which there is an encoder

# Sample Messages

- `void m(String s);`
- `void m(Float f, @PathParam("id")int id);`
- `Product m(Reader reader, Session s);`
- `void m(byte[] b);` or `void m(ByteBuffer b);`
- `Book m(int i, Session s, @PathParam("isbn")String isbn, @PathParam("store")String store);`

# Chat Server

```
@ServerEndpoint("/chat")
public class ChatBean {
    static Set<Session> peers = Collections.synchronizedSet(...);

    @OnOpen
    public void onOpen(Session peer) {
        peers.add(peer);
    }

    @OnClose
    public void onClose(Session peer) {
        peers.remove(peer);
    }
}
```

• • •

# Chat Server

. . .

**@OnMessage**

```
public void message(String message, Session client) {  
    for (Session peer : peers) {  
        peer.getBasicRemote().sendObject(message);  
    }  
}
```

# URI Template Matching

- Level 1 only

```
@ServerEndpoint("/orders/{order-id}")
public class MyEndpoint {
    @OnMessage
    public void processOrder(
        @PathParam("order-id") String orderId) {
        . . .
    }
}
```



# WebSocket Client

**@ClientEndpoint**

```
public class HelloClient {  
    @OnMessage  
    public void message(String message, Session session) {  
        // process message from server  
    }  
}
```

```
WebSocketContainer c = ContainerProvider.getWebSocketContainer();  
c.connectToServer(HelloClient.class, "hello");
```

# Hello World and Basics Non-POJO



# Programmatic Endpoint

```
public class MyEndpoint extends Endpoint {

    @Override
    public void onOpen(Session session) {
        session.addMessageHandler(new MessageHandler.Text() {
            public void onMessage(String name) {
                try {
                    session.getBasicRemote().sendText("Hello " + name);
                } catch (IOException ex) {
                }
            }
        });
    }
}
```

# Interface-driven Endpoint

## Server Packaging

```
ServerEndpointConfiguration config =  
    ServerEndpointConfigurationBuilder  
        .create(MyEndpoint.class, "/foo")  
        .build();
```

# Server and Client Configuration

- Server
  - URI matching algorithm
  - Subprotocol and extension negotiation
  - Message encoders and decoders
  - Origin check
  - Handshake response
- Client
  - Requested subprotocols and extensions
  - Message encoders and decoders
  - Request URI

# Relationship with Dependency Injection

- Full Dependency Injection support required in endpoints
  - Field, method, constructor injection
- Interceptors permitted too

# Relationship with Servlet 3.1

- Allows a portable way to upgrade HTTP request
- New API
  - `HttpServletRequest.upgrade(ProtocolHandler handler)`

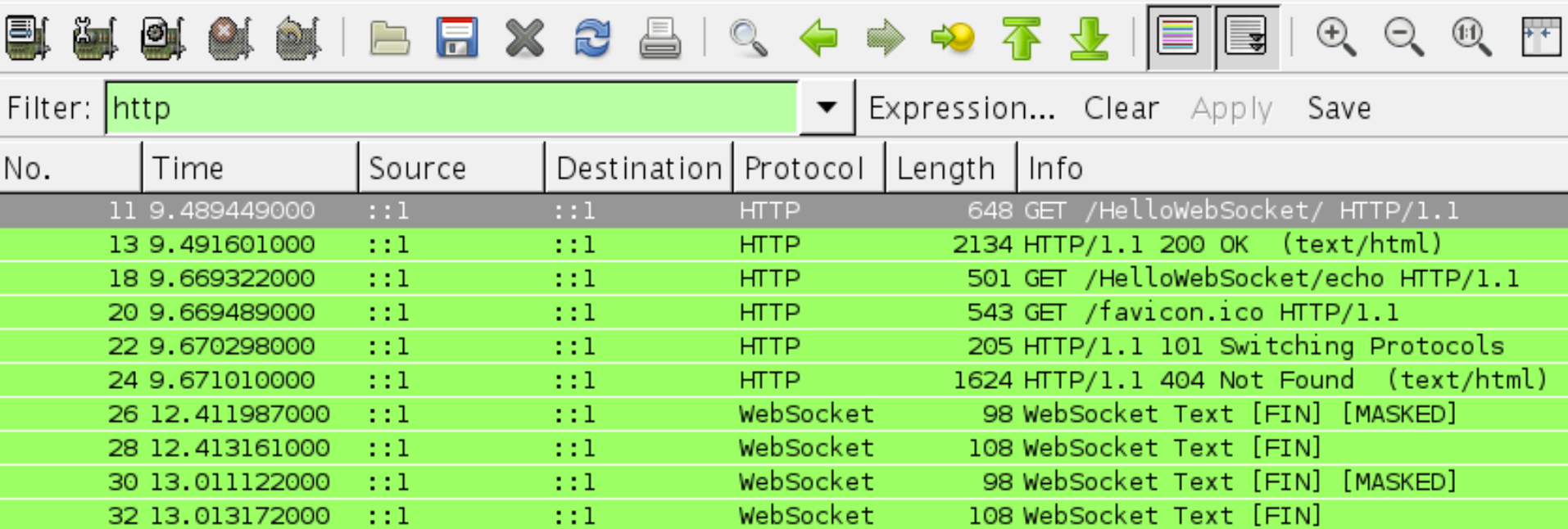
# Security

- Authenticates using Servlet security mechanism during opening handshake
  - Endpoint mapped by `ws://` is protected using security model defined using the corresponding `http://` URI
- Authorization defined using `<security-constraint>`
  - TBD: Add/reuse security annotations
- Transport Confidentiality using `wss://`
  - Access allowed over encrypted connection only



# How to view WebSocket messages ?

Capture traffic on loopback



The screenshot shows the Wireshark network protocol analyzer interface. The top toolbar contains various icons for file operations, search, and navigation. Below the toolbar is a filter bar with the text 'http' entered in the 'Filter:' field. To the right of the filter bar are buttons for 'Expression...', 'Clear', 'Apply', and 'Save'. The main display area shows a list of captured packets with columns for 'No.', 'Time', 'Source', 'Destination', 'Protocol', 'Length', and 'Info'. The packets are listed in a table format, with alternating green and white rows. The first six packets are HTTP requests and responses. The last four packets (No. 26, 28, 30, and 32) are WebSocket messages, all of which are 'FIN' frames, indicating the end of the WebSocket connection.

No.	Time	Source	Destination	Protocol	Length	Info
11	9.489449000	::1	::1	HTTP	648	GET /HelloWebSocket/ HTTP/1.1
13	9.491601000	::1	::1	HTTP	2134	HTTP/1.1 200 OK (text/html)
18	9.669322000	::1	::1	HTTP	501	GET /HelloWebSocket/echo HTTP/1.1
20	9.669489000	::1	::1	HTTP	543	GET /favicon.ico HTTP/1.1
22	9.670298000	::1	::1	HTTP	205	HTTP/1.1 101 Switching Protocols
24	9.671010000	::1	::1	HTTP	1624	HTTP/1.1 404 Not Found (text/html)
26	12.411987000	::1	::1	WebSocket	98	WebSocket Text [FIN] [MASKED]
28	12.413161000	::1	::1	WebSocket	108	WebSocket Text [FIN]
30	13.011122000	::1	::1	WebSocket	98	WebSocket Text [FIN] [MASKED]
32	13.013172000	::1	::1	WebSocket	108	WebSocket Text [FIN]



# Resources

- Specification
  - JSR: [jcp.org/en/jsr/detail?id=356](http://jcp.org/en/jsr/detail?id=356)
  - Mailing Lists, JIRA, Archive: [java.net/projects/websocket-spec](http://java.net/projects/websocket-spec)
  - FINAL: Part of Java EE 7
- Reference Implementation
  - Tyrus: [java.net/projects/tyrus](http://java.net/projects/tyrus)
  - Integrated in GlassFish 4 builds



# Q & A



