Hello everyone.

This week we’re asked to discuss what the difference are between handling a Socket and a Server Socket. I would like to start off by first stating what a Socket and a Server Socket is. As a result, I am sure the difference will become clear to you. However, if it does not, I am sure my conclusion will give you a good idea. I will use the example of spaceships and aliens just to make it a bit more fun.

“A Server Socket represents a listening Socket that waits for connection requests form clients” (Eck, 2011. p. 11.4.3). Therefore, a Server Socket is like the mother-ship for aliens. It only checks if the in coming space-craft belongs to her or not. If it belongs to the mother-ship (A.K.A the Server Socket), then it can land. However, if it is not known to the mother-ship, then it will be shot down or turned away and the message on the unknown space-craft (A.K.A the Socket) will never be seen, or heard.

“A Socket represent one endpoint of an actual network connection” (Eck, 2011. p. 11.4.3). Therefore, we can think of a Socket as the space-craft on its way to the mother-ship. First, the mother-ship will check if it knows the space-craft, if the space-craft is know to the mother-ship, it will allow it to land and share the message it carries. However, if the mother-ship does not know the space-craft it will be shot down.

In conclusion, the difference between the Server Socket and the Socket is simple. The Server Socket only listens for other Sockets to establish a connection, However, a Server Socket can create multiple Sockets to handle multiple connections between a two points on a network.

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**References**

Eck, J, D. (2011). *Introduction to Programming Using Java.* Hobart and William Smith Colleges.