Devin Wiley

Professor Ozbirn

SE 4348.501

December 7, 2013

Project 3 summary

The project was important because it covered the aspects of sending objects over the internet by using sockets. For my program I decided to use Java because I had previous experience with using sockets, and knew that the Socket package on java was very simple to use. One of the more important aspects of the project was sending a image over the socket, which I have never done before so it was quite interesting learning experience.

When I first tried to transfer an image over the socket, I tried to use the imageIO package in javax. I ran into trouble using this package as the client program would hang on the reading, as it appeared that the client will continue to read bytes, even when the server is done sending the image. The resources online said that the only way to do this was to close the socket on the server side, which would cause the client to stop reading. So, this method didn’t work for me anymore as I didn’t want to handle the errors that occurred when closing a socket. So the method I decided to use was to load the image into an array of bytes, and then send that array of bytes over the socket. This method work very well for what I was trying to do.

For the other aspects of the project, I decided to either send a Boolean value indicated that the request was successful, or an integer value for the direction and air temperature. The client outputted the result after it received the Boolean value from the server, and the server outputted the result after it sent its value.

Overall, This project was very successful, as it forced me to reading into imageIO, and to a certain extent ObjectIO. Sockets are a very important part of communication between processes, and it is good that our class is getting hands on experience with sockets.