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CSCD330  
Lab #4

What happens if you start the client first and then the Server?

An exception is thrown: "Couldn't get I/O for the connection"

What happens if you start one client and then start a second client when the first hasn't finished?

The first will be fine, the second will crash and burn.

What can you do to the server to allow it to handle multiple clients at once? Sketch out briefly a few lines of pseudocode for your solution to this problem.

You will have to create multiple threads. In java there is built in support via the Runnable interface or the Thread class. There are many ways to accomplish this however.

What happens if you have the wrong IP address of the host where the server is running? Hint: Try it!

An exception is thrown: "Couldn't get I/O for the connection"

How do you look up the IP address of your own machine in Linux?

You could write the command "ifconfig" or go to a browser and search "whats my ip?".