

Application Design Using Java

Lecture 11

```
java.net.BindException: Address already in use: bind
    at java.base/sun.nio.ch.Net.bind0(Native Method)
    at java.base/sun.nio.ch.Net.bind(Net.java:479)
    at java.base/sun.nio.ch.Net.bind(Net.java:468)
    at java.base/sun.nio.ch.NioSocketImpl.bind(NioSocketImpl.java:643)
    at java.base/...
    at java.base/...
    at java.base/...
    at EchoServ...
```

C:\> Administrator: Command Prompt

Microsoft Windows [Version 10.0.18363.900]

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```
Microsoft Windows [Version 10.0.18363.900]
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```

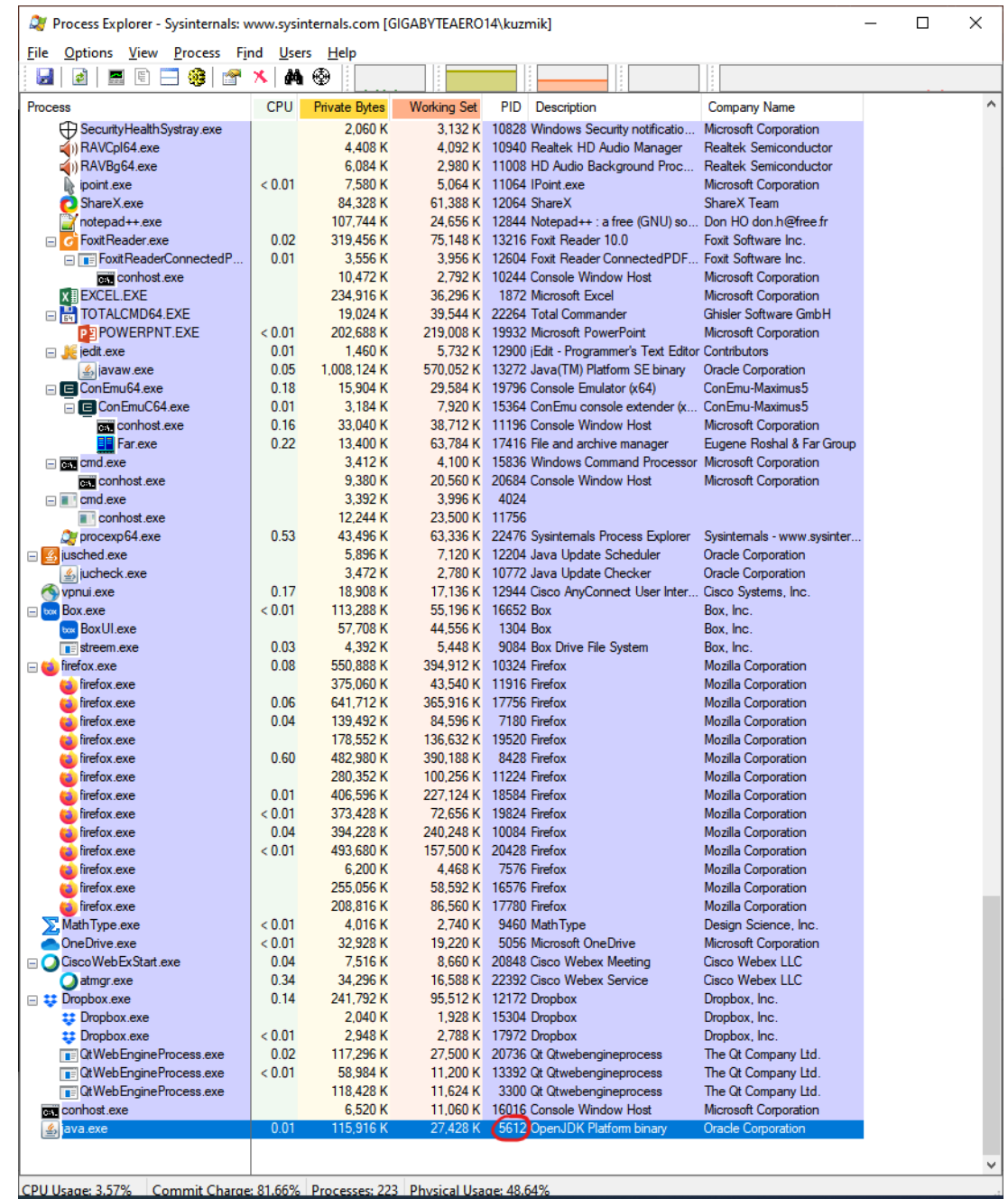
Active Connections

Proto	Local Address	Foreign Address	State
TCP	0.0.0.0:135	GigabyteAero14:0	LISTENING
RpcSs			
[svchost.exe]			
TCP	0.0.0.0:445	GigabyteAero14:0	LISTENING
Can not obtain ownership information			
TCP	0.0.0.0:5040	GigabyteAero14:0	LISTENING
CDPSvc			
[svchost.exe]			
TCP	0.0.0.0:5357	GigabyteAero14:0	LISTENING
Can not obtain ownership information			
TCP	0.0.0.0:8189	GigabyteAero14:0	LISTENING
[java.exe]			
TCP	0.0.0.0:17500	GigabyteAero14:0	LISTENING
[Dropbox.exe]			
TCP	0.0.0.0:48664	GigabyteAero14:0	LISTENING

```
C:\WINDOWS\system32>netstat -ano
```

Active Connections

Proto	Local Address	Foreign Address	State	PID
TCP	0.0.0.0:135	0.0.0.0:0	LISTENING	1096
TCP	0.0.0.0:445	0.0.0.0:0	LISTENING	4
TCP	0.0.0.0:5040	0.0.0.0:0	LISTENING	6820
TCP	0.0.0.0:5357	0.0.0.0:0	LISTENING	4
TCP	0.0.0.0:8189	0.0.0.0:0	LISTENING	5612
TCP	0.0.0.0:17500	0.0.0.0:0	LISTENING	12172
TCP	0.0.0.0:49664	0.0.0.0:0	LISTENING	856
TCP	0.0.0.0:49665	0.0.0.0:0	LISTENING	764
TCP	0.0.0.0:49666	0.0.0.0:0	LISTENING	1196
TCP	0.0.0.0:49667	0.0.0.0:0	LISTENING	1696
TCP	0.0.0.0:49668	0.0.0.0:0	LISTENING	3780
TCP	0.0.0.0:49670	0.0.0.0:0	LISTENING	836

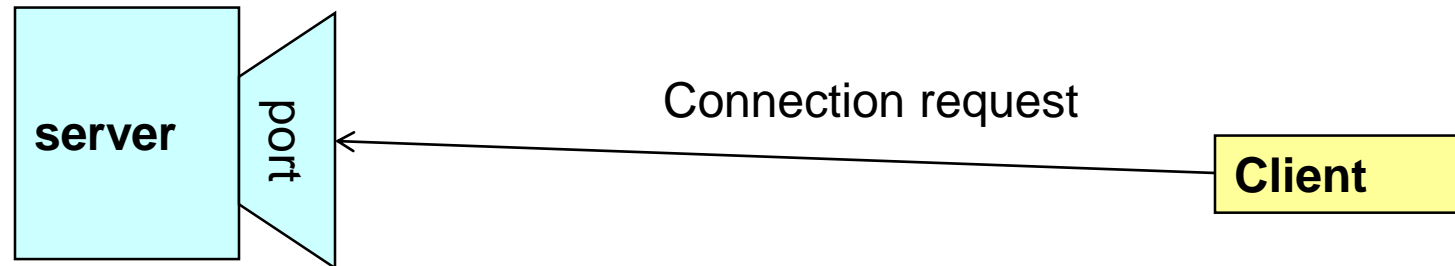


Sockets

- Sockets provide an interface for programming networks at the transport layer.
- Network communication using Sockets is very much similar to performing file I/O
 - In fact, socket handle is treated like file handle.
 - The streams used in file I/O operation are also applicable to socket-based I/O
- Socket-based communication is programming language independent.
 - That means, a socket program written in Java language can also communicate to a program written in Java or non-Java socket program.

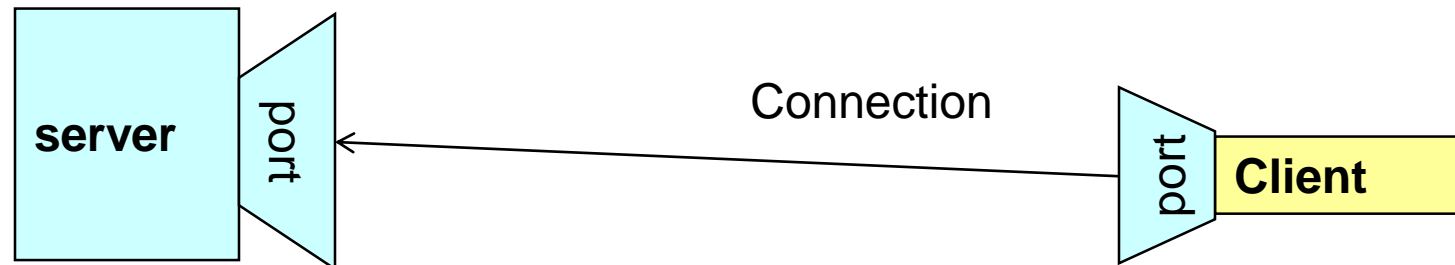
Socket Communication

- A server (program) runs on a specific computer and has a socket that is bound to a specific port. The server waits and listens to the socket for a client to make a connection request.



Socket Communication

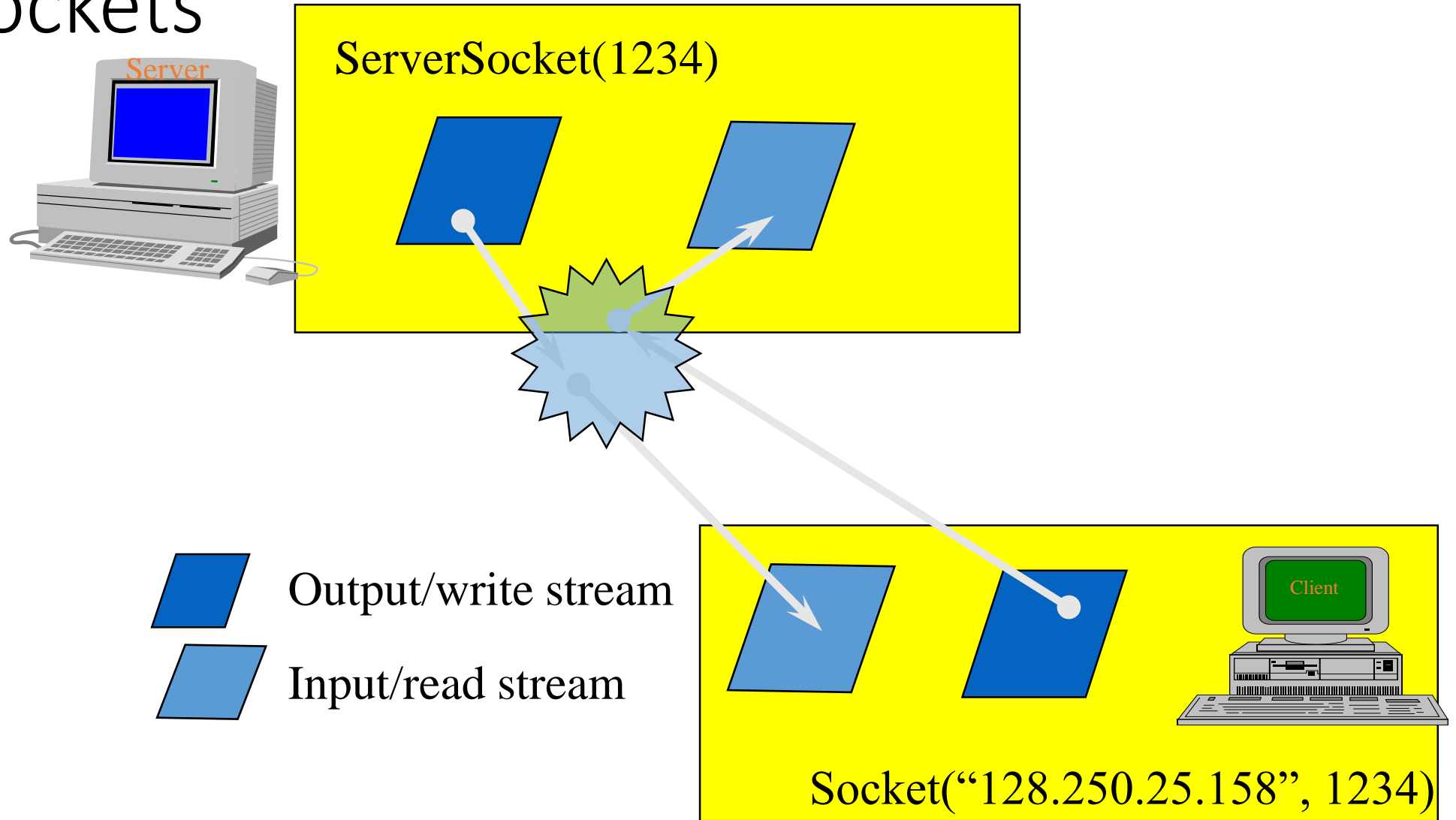
- If everything goes well, the server accepts the connection. Upon acceptance, the server gets a new socket bound to the same port.



Sockets and Java Socket Classes

- A socket is an endpoint of a two-way communication link between two programs running on the network.
- A socket is bound to a port number so that the TCP layer can identify the application that data destined to be sent.
- Java's `.net` package provides two classes:
 - `Socket` – for implementing a client
 - `ServerSocket` – for implementing a server

Java Sockets



It can be host_name like "gol.cs.rpi.edu"

Implementing a Server

1. Open the Server Socket:

```
ServerSocket server;  
DataOutputStream os;  
DataInputStream is;  
server = new ServerSocket(PORT);
```

2. Wait for the Client Request:

```
Socket client = server.accept();
```

3. Create I/O streams for communicating to the client

```
is = new DataInputStream(client.getInputStream());  
os = new DataOutputStream(client.getOutputStream());
```

4. Perform communication with client

```
Receive from client: String line = is.readLine();  
Send to client: os.writeBytes("Hello\n");
```

5. Close sockets: client.close();

For multithreaded server:

```
while(true) {  
    i. wait for client requests (step 2 above)  
    ii. create a thread with "client" socket as parameter (the thread creates streams (as in step (3) and does  
        communication as stated in (4).  
        Remove thread once service is provided.  
}
```


Implementing a Client

1. Create a Socket Object:

```
client = new Socket(server, port_id);
```

2. Create I/O streams for communicating with the server:

```
is = new DataInputStream(client.getInputStream());
```

```
os = new DataOutputStream(client.getOutputStream());
```

3. Perform I/O or communication with the server:

- Receive data from the server:

```
String line = is.readLine();
```

- Send data to the server:

```
os.writeBytes("Hello\n");
```

4. Close the socket when done:

```
client.close();
```

Socket Exceptions

```
try {  
    Socket client = new Socket(host, port);  
}  
catch(UnknownHostException uhe) { System.out.println("Unknown host: " + host);  
    uhe.printStackTrace();  
}  
catch(IOException ioe) {  
    System.out.println("IOException: " + ioe); ioe.printStackTrace();  
}
```

ServerSocket & Exceptions

- public **ServerSocket**(int port) throws [IOException](#)
 - Creates a server socket on a specified port.
 - A port of 0 creates a socket on any free port. You can use [getLocalPort\(\)](#) to identify the (assigned) port on which this socket is listening.
 - The maximum queue length for incoming connection indications (a request to connect) is set to 50. If a connection indication arrives when the queue is full, the connection is refused.
- Throws:
 - [IOException](#) - if an I/O error occurs when opening the socket.
 - [SecurityException](#) - if a security manager exists and its checkListen method doesn't allow the operation.

Server in Loop: Always up

// SimpleServerLoop.java: a simple server program that runs forever in a single thread

```
import java.net.*;
```

```
import java.io.*;
```

```
public class SimpleServerLoop {
```

```
    public static void main(String args[]) throws IOException {
```

```
        // Register service on port 1234
```

```
        ServerSocket s = new ServerSocket(1234);
```

```
        while(true) {
```

```
            Socket s1 = s.accept(); // Wait and accept a connection
```

```
            // Get a communication stream associated with the socket
```

```
            OutputStream s1out = s1.getOutputStream();
```

```
            DataOutputStream dos = new DataOutputStream (s1out);
```

```
            // Send a string!
```

```
            dos.writeUTF("Hi there");
```

```
            // Close the connection, but not the server socket
```

```
            dos.close();
```

```
            s1out.close();
```

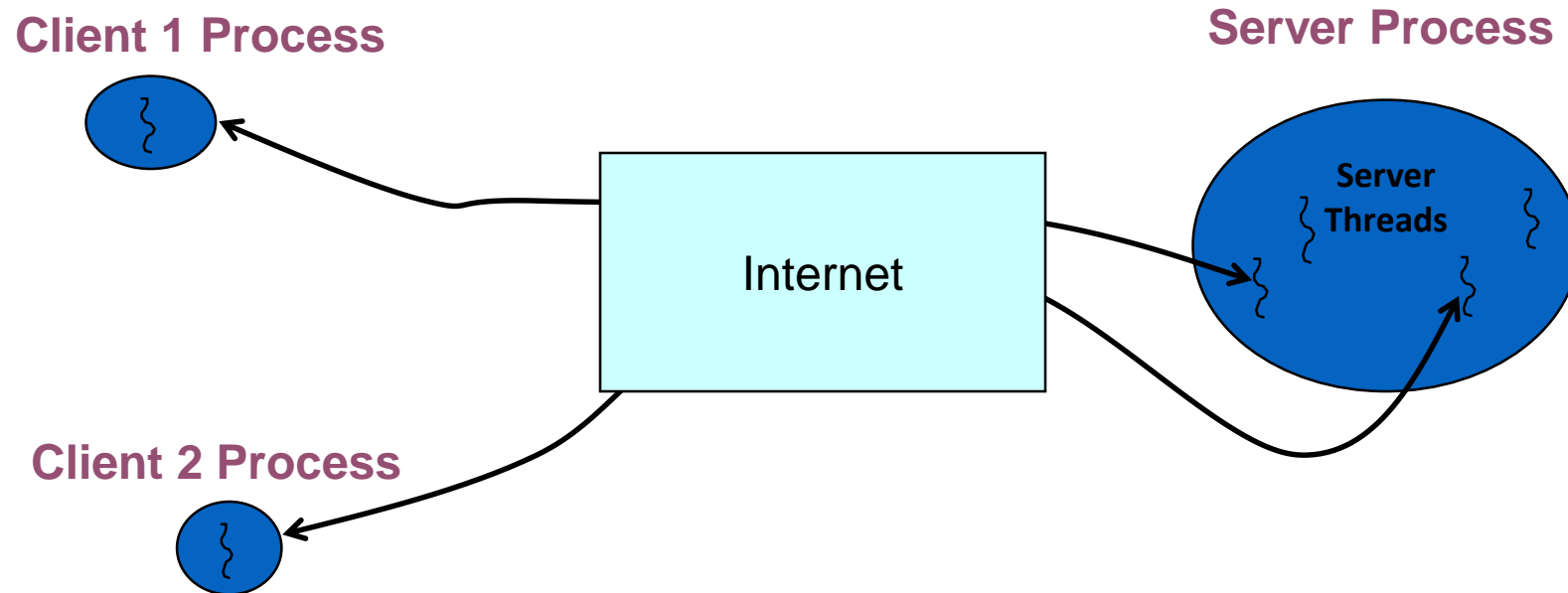
```
            s1.close();
```

```
        }
```

```
    }
```

```
}
```

Multithreaded Server: For Serving Multiple Clients Concurrently



Logging

- The global logger object
- Custom loggers
- Logging levels
 - SEVERE
 - WARNING
 - INFO
 - CONFIG
 - FINE
 - FINER
 - FINEST
- Log manager configuration in `jre/lib/logging.properties`
- Handlers
- Filters
- Formatters

//TODO before next lecture:

- Homework 3 was posted. It is due on 3/19 at 11:59 pm EDT. Must be submitted on Submittity.
- Practice problems.