

SYSTEMS ENGINEERING

Arquitecturas Empresariales

Workshop 3

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Contents

1	Introducction	2
2	Sockets	2
3	Sockets	2
3.1	sockets from the client	2
3.2	sockets from server	3
4	Workshop	3
5	Answer	3
6	References	5

1 Introduction

The objective of this workshop is to learn the use of sockets for use in deployments, learning the use of get types, and sockets use is created from scratch without using the main libraries and using the data entered by url.

2 Sockets

Sockets are the end points of the communication link between two programs running on the network. Each socket is bound to a specific port, the layer that implements the TCP protocol can know to which application to send the messages. In general, a server is a process that runs and has a socket, linked to a port, that is waiting for requests from external clients. Sockets are a lower level abstraction than URLs and are used to implement client-server communication protocols. The client-server protocol consists of a client program that makes requests to a server program that serves those requests.

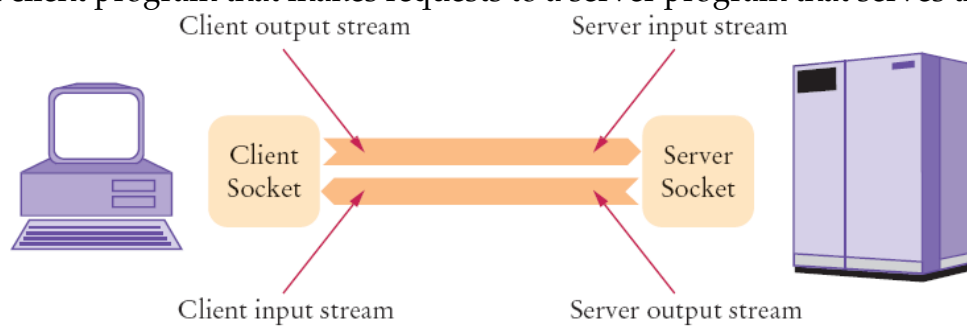


Figure 5 Client and Server Sockets

Image1: socket

3 Sockets

3.1 sockets from the client

The application consists of a client that sends messages and a server that responds with the same message but with a string "Response:" at the beginning of it. The server also prints the messages it receives to the screen.



Image2: socket

3.2 sockets from server

The server listens on a port and responds to requests from each client.

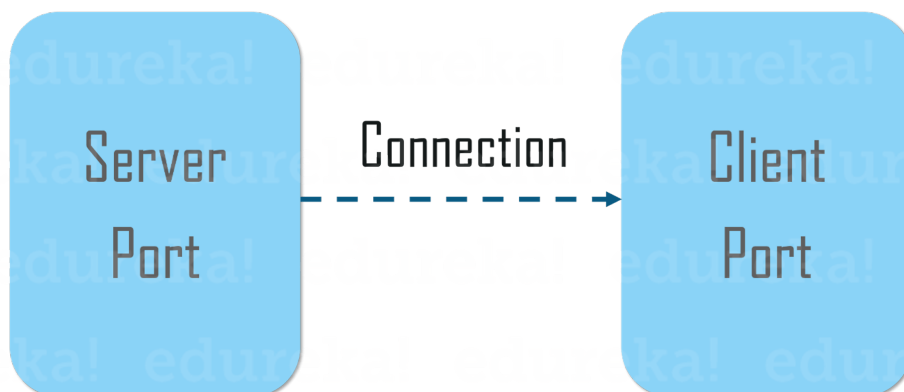


Image3: socket

4 Workshop

This workshop presents different challenges that will help you explore the concepts of naming schemes and clients and services. Additionally, the workshop will help you explore the architecture of applications distributed over the internet.

5 Answer

When executing our code, the files with the data it contains are analyzed and the images, pages and .js files are immediately displayed.

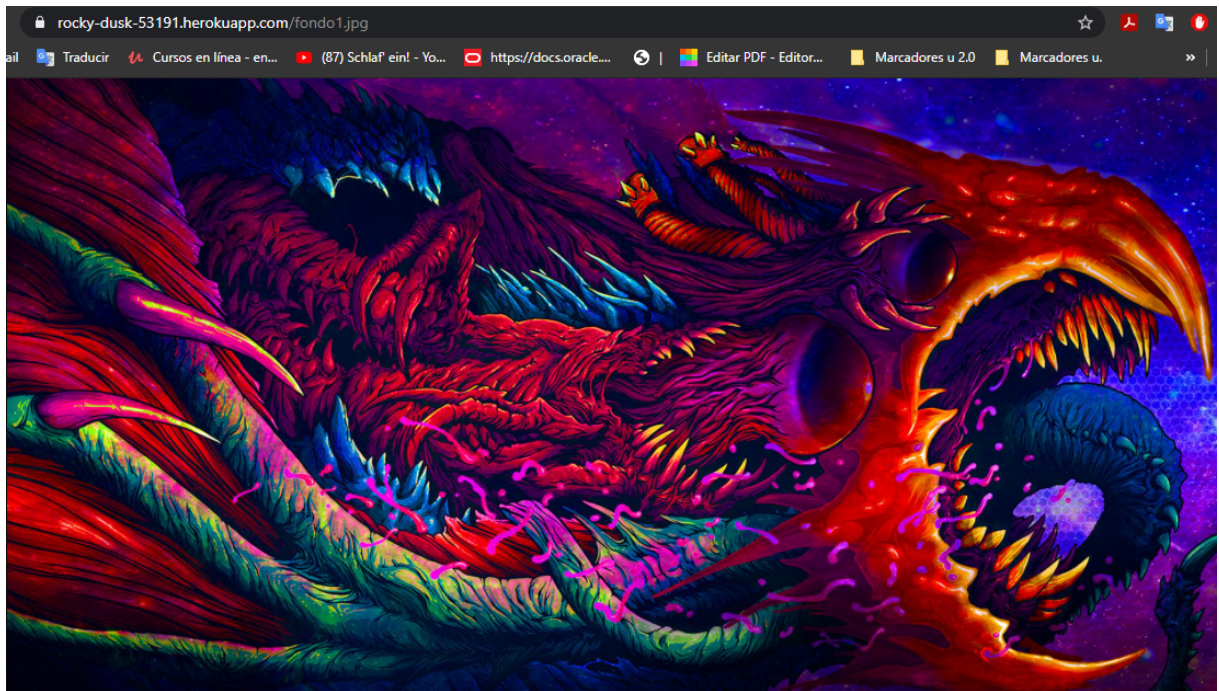


Image4: Executed

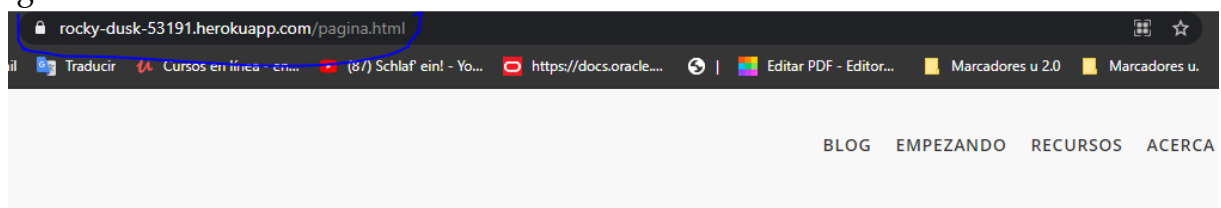


Image5: Executed

6 References

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