JAC444 - Lecture 10

Networking Programming in Java
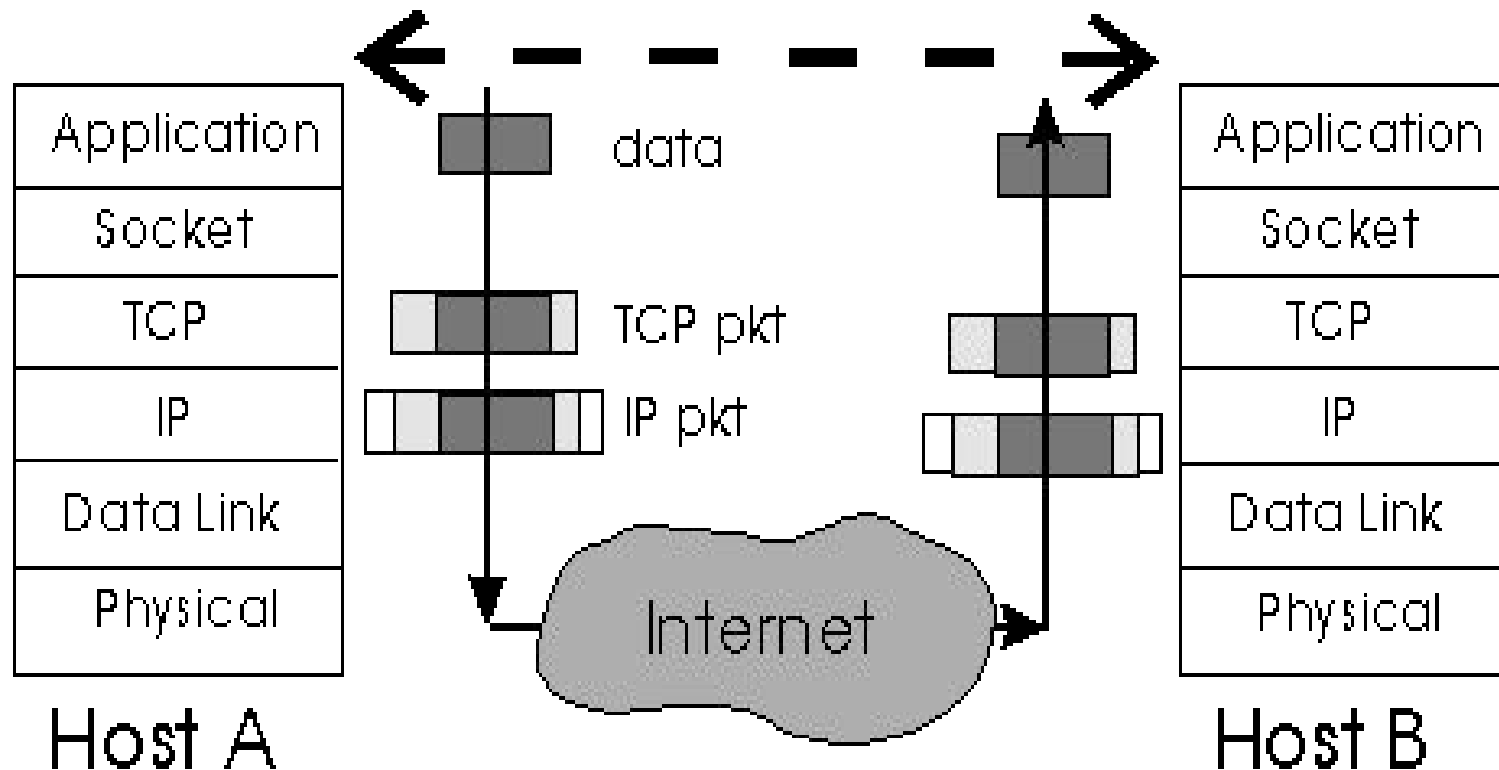### Segment 2- Socket Programing

Socket Programming

In this lesson you will be learning about:

- Sockets

- How to Build a Java Server

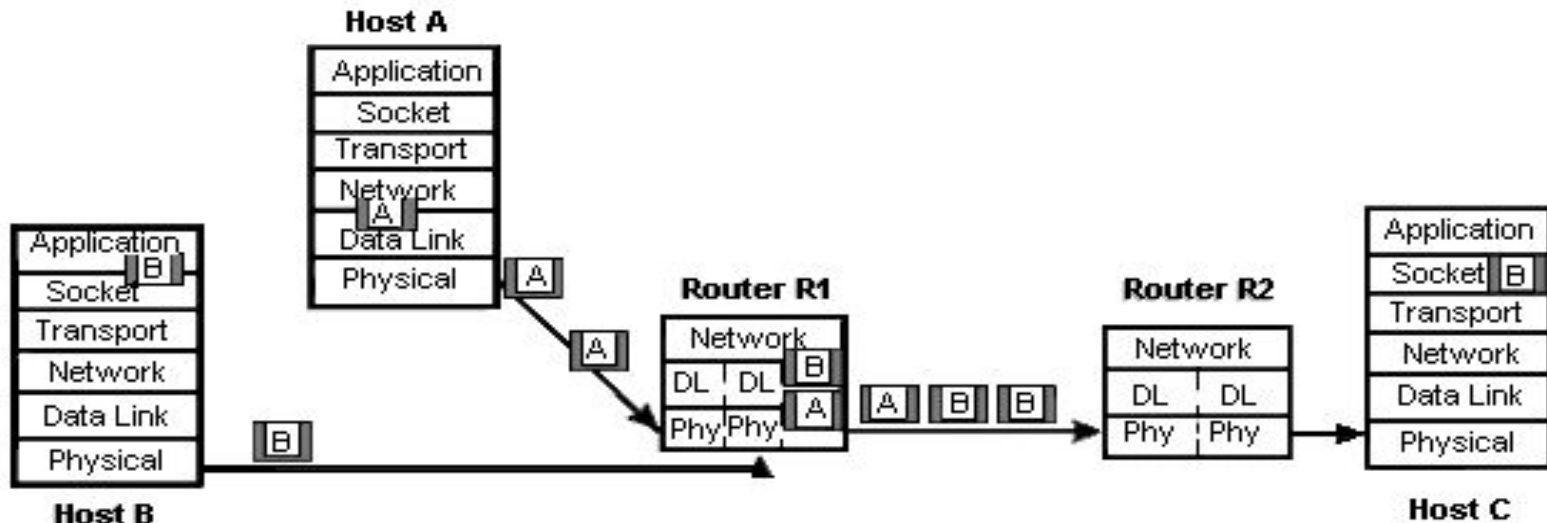- How to Develop a Java Client-Server Application

Protocol packets

Unit of data exchanged between protocol entities in a given layer.

Socket

- A *socket* is one 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 is destined to be sent.
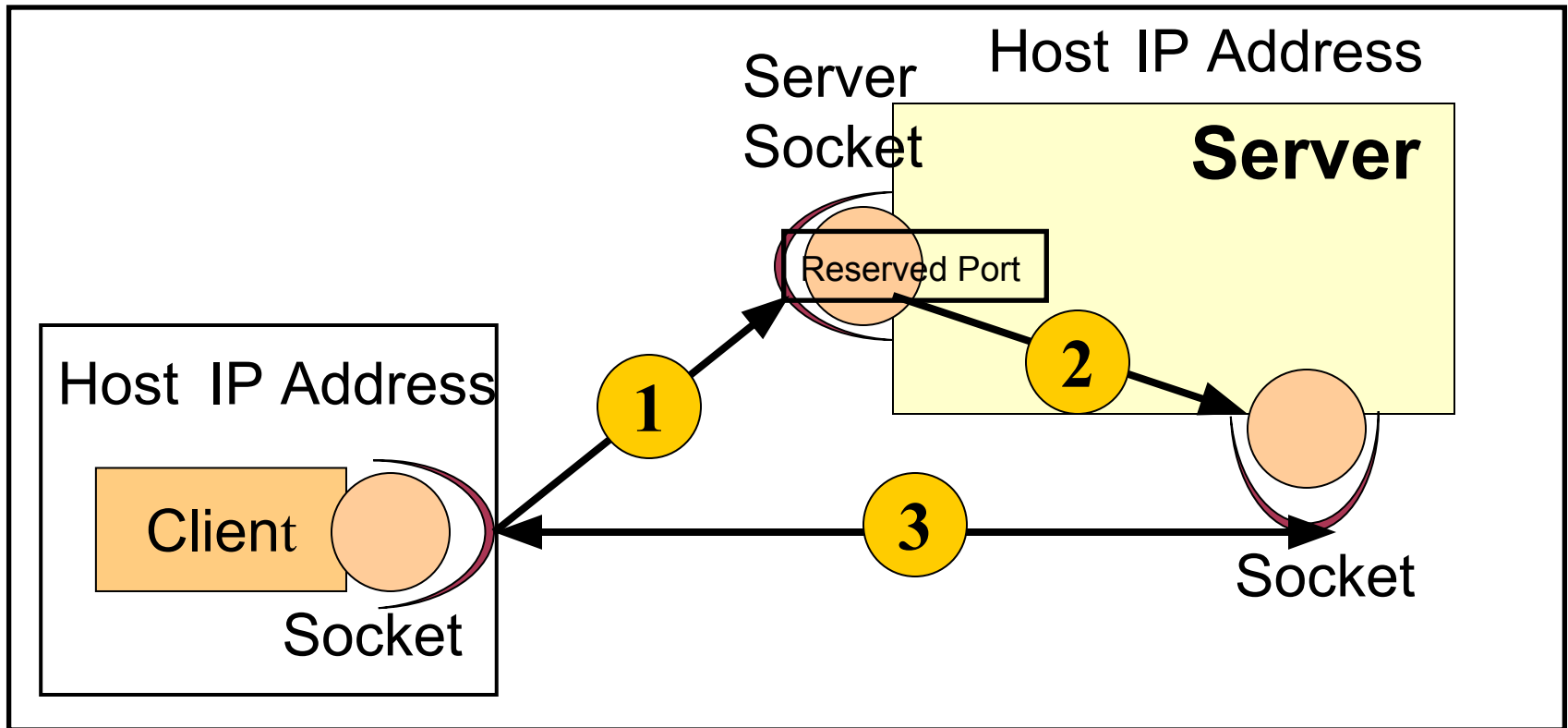
Socket - IP Address & Port

The *socket* is defined by two elements: **IP Address** and **Port**

IP Address is the Host IP - Port is a reserved number
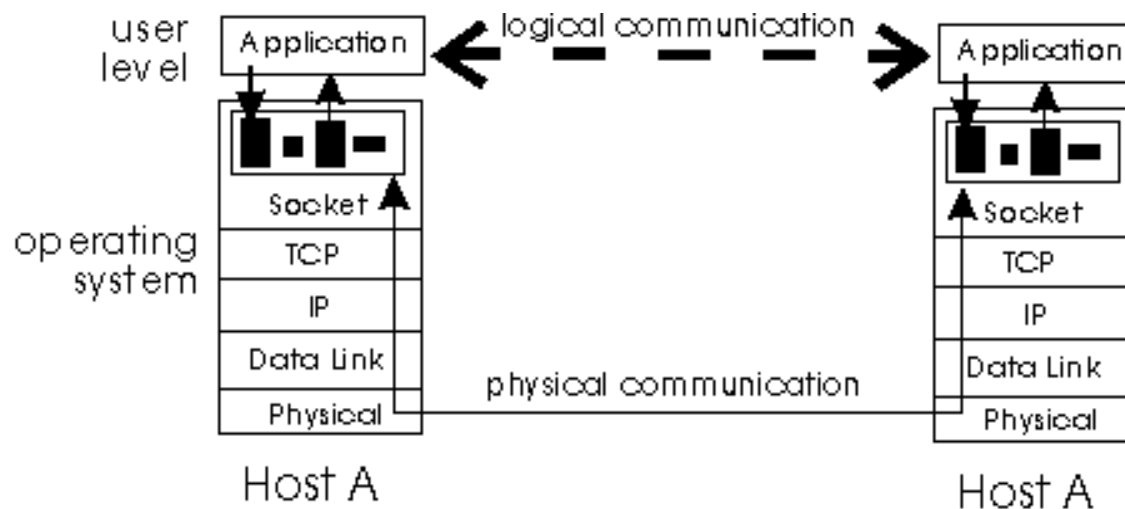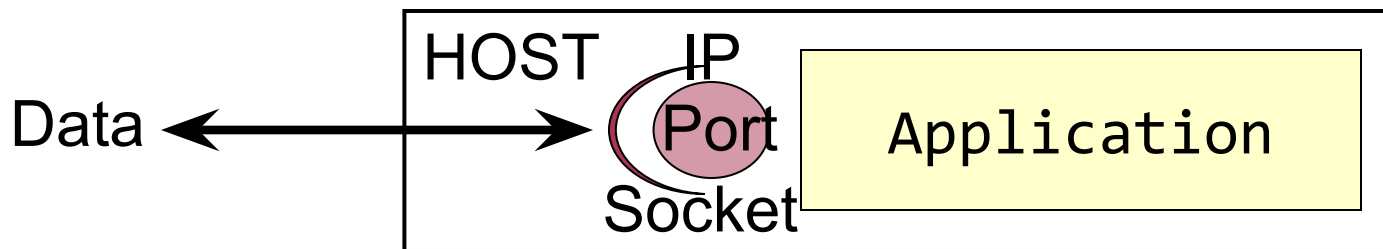
Client Server Paradigm

ServerSocket listens for a connection to be made

Conclusion

After completion of this lesson you should know:

- Networking Solution Using Sockets

- Client Server Paradigm

- How to Develop Java Client-Server Applications