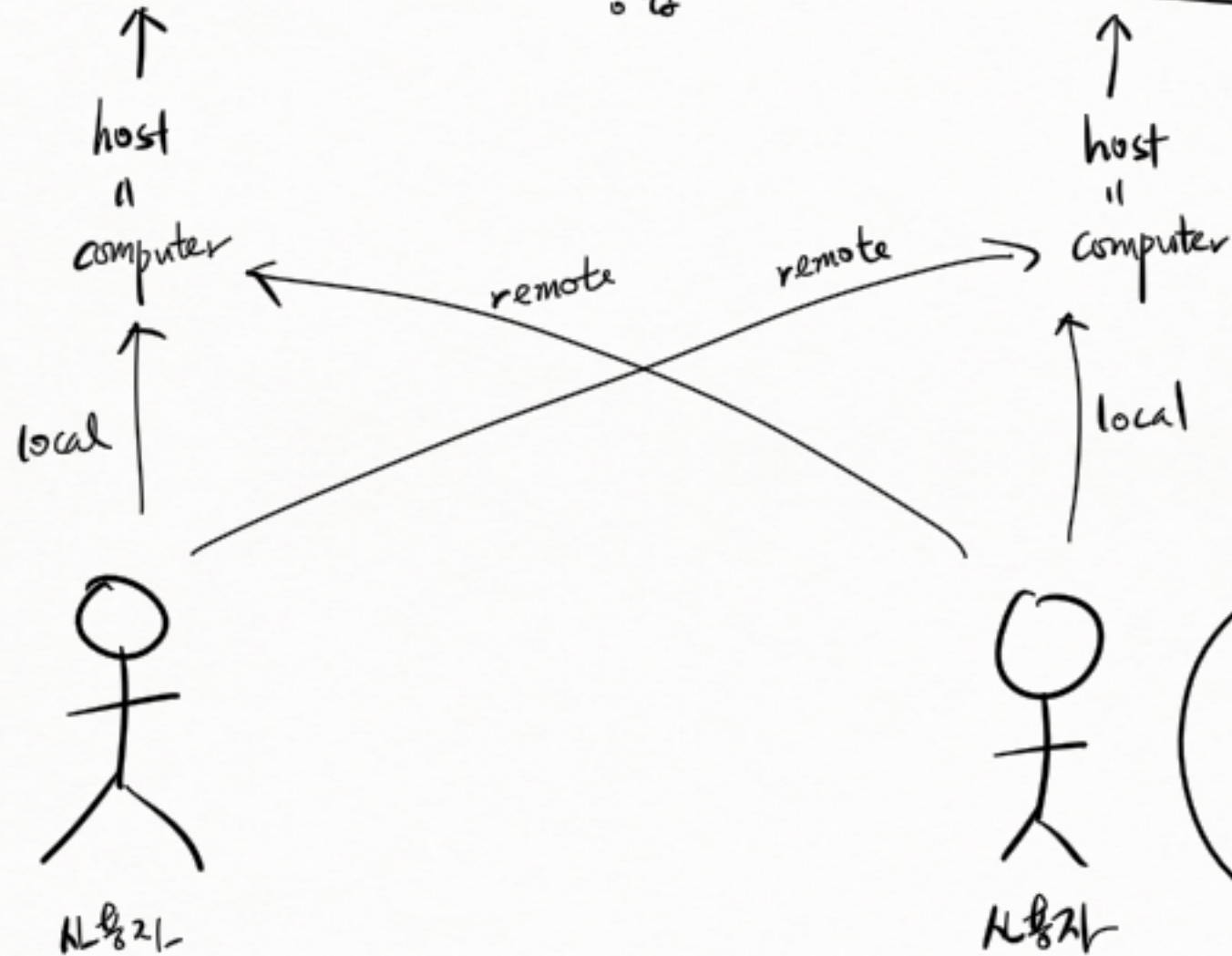
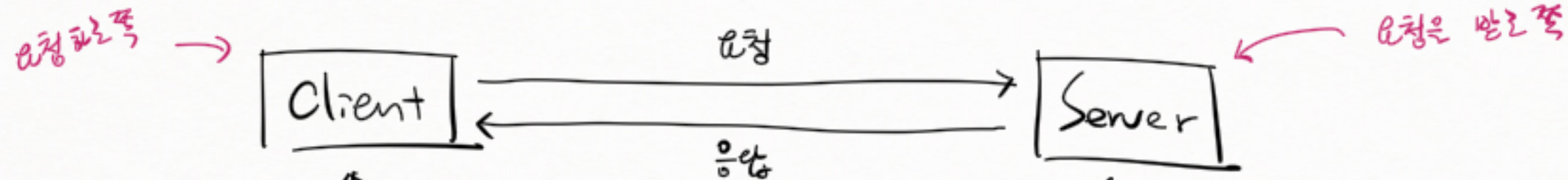
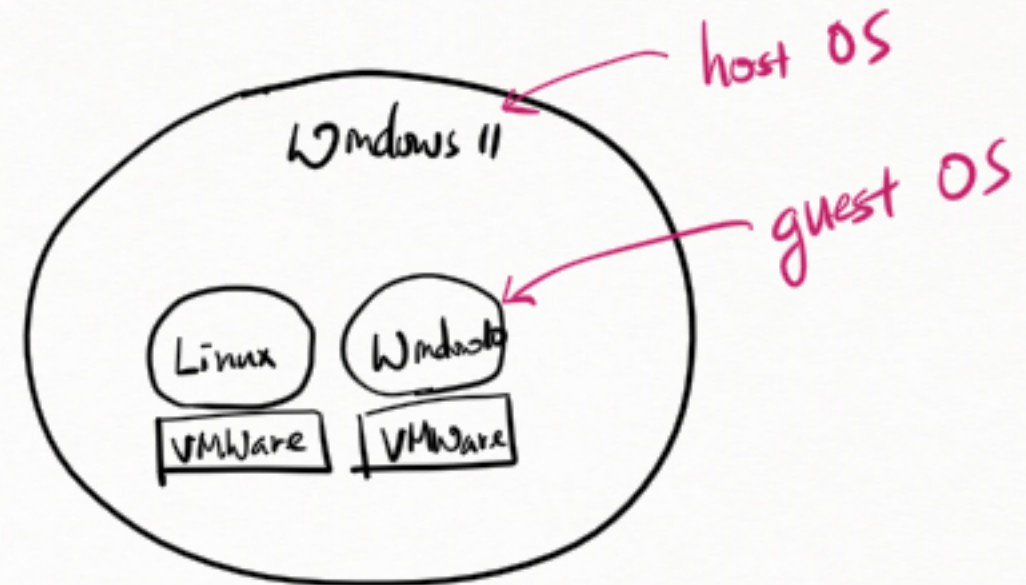


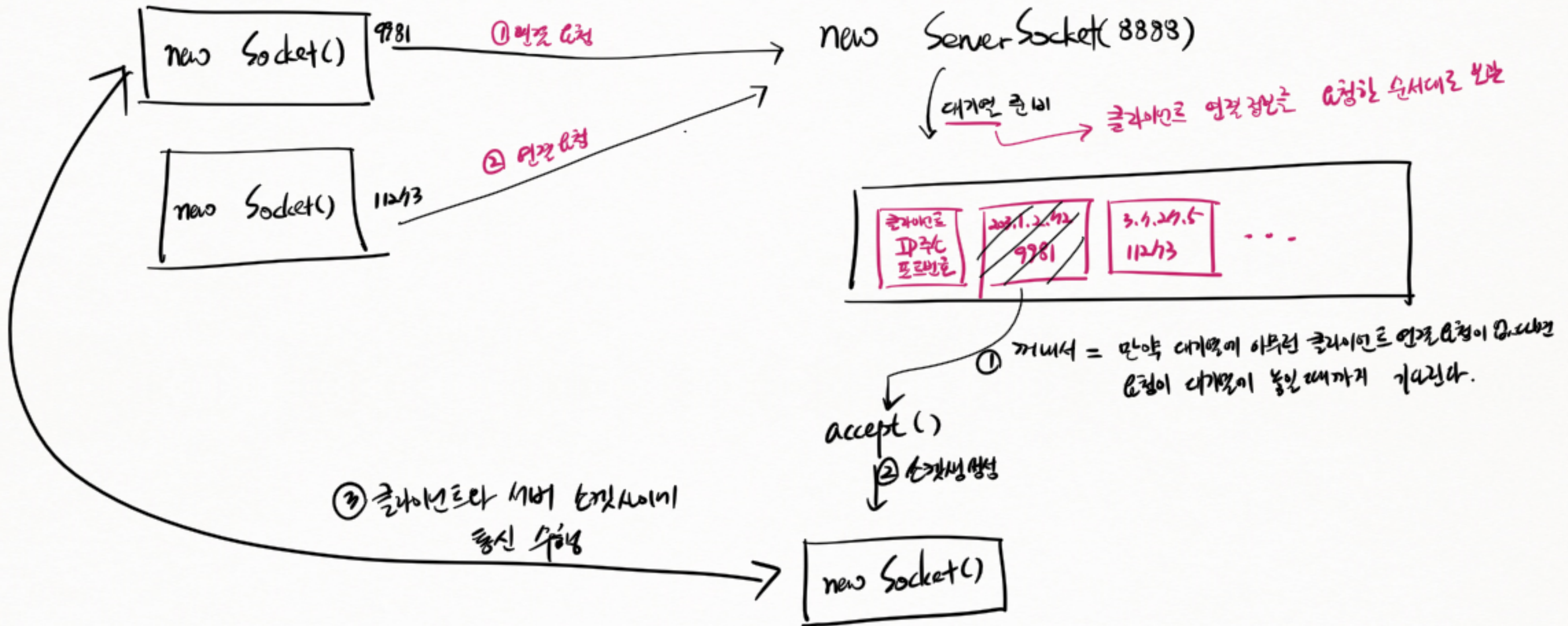
* Client / Server 용어



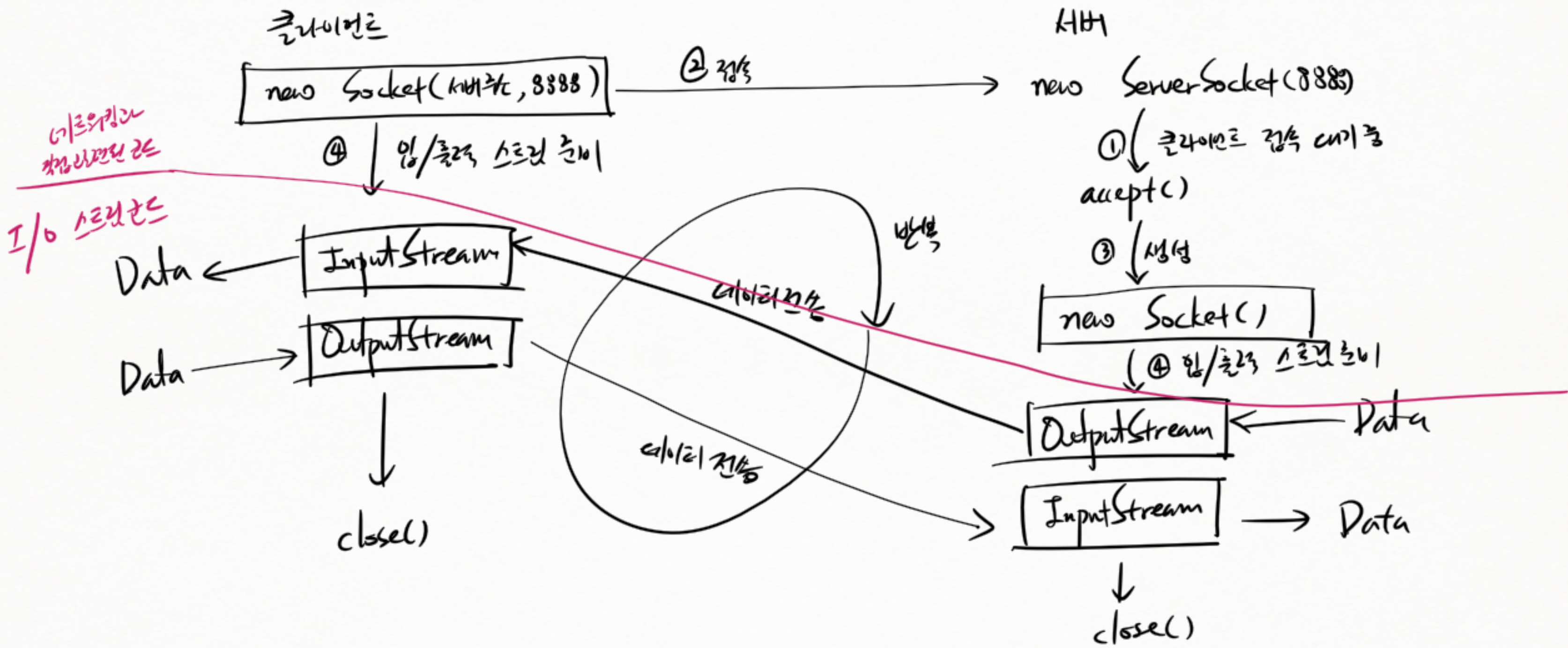
* host (호스트)
↳ Application은 호스트에서
실행



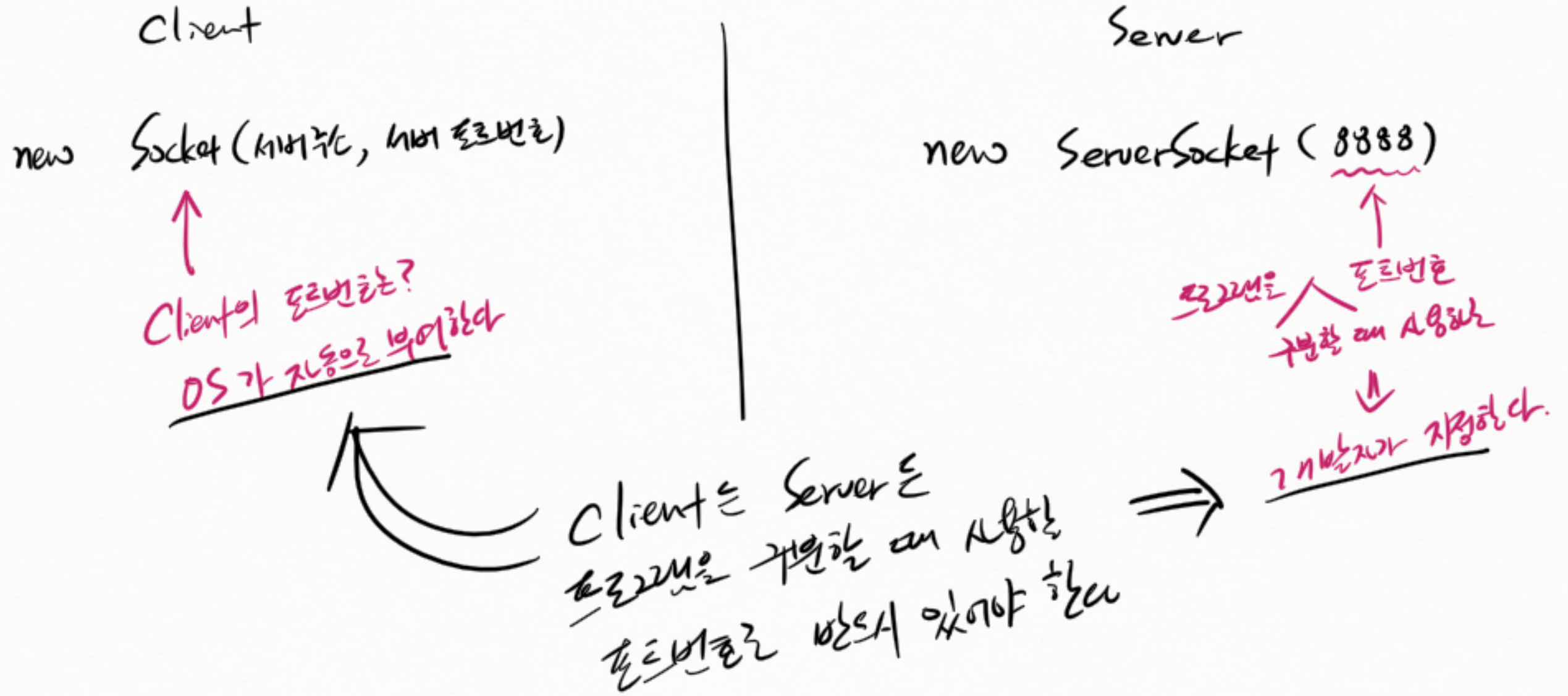
* 연결과 송신



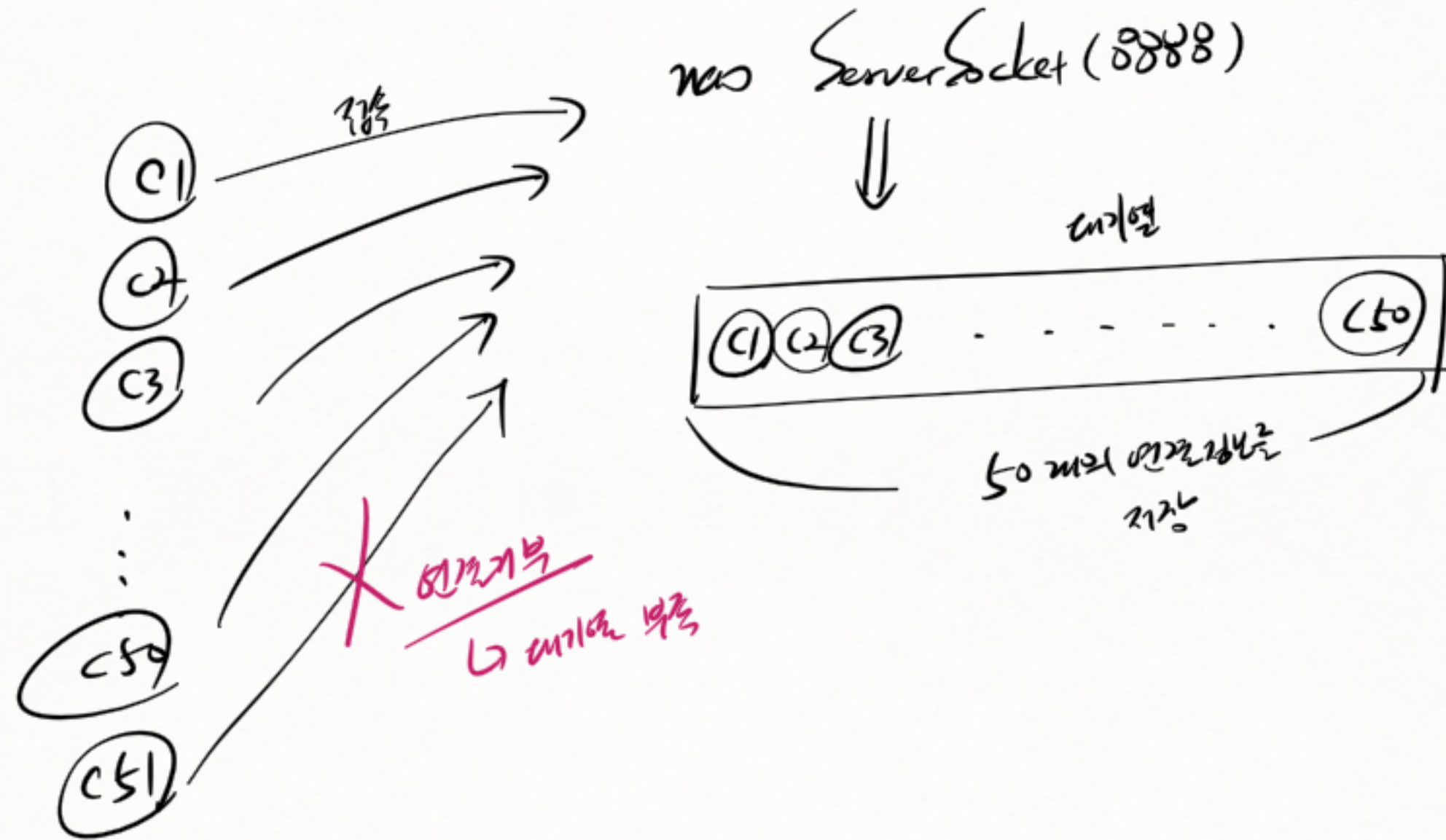
* 순차 프로그램의 코드



* ServerSocket 과 Socket 의 포트번호



* ServerSocket 이 연결



* create accept()

FIFO (Queue)

||

맨 앞부터 연결 정보를

순서대로 꺼낸다.

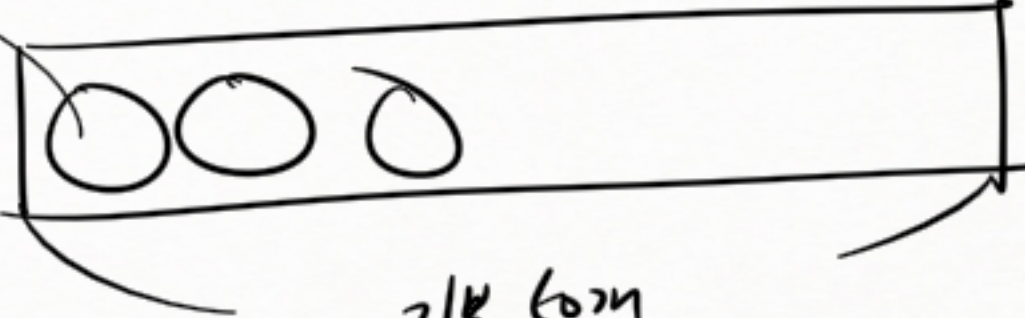
remove

accept()

소켓 객체가 생성된 후
리턴한다.

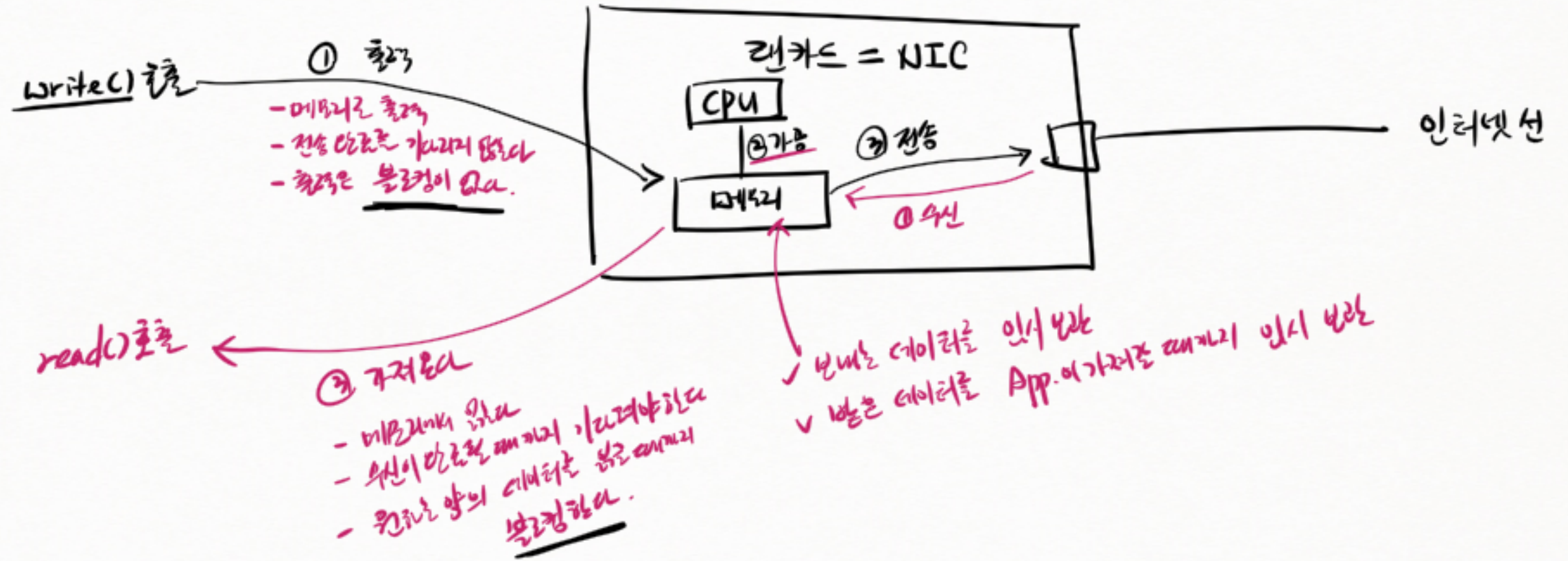
new Socket()

new ServerSocket(8888)

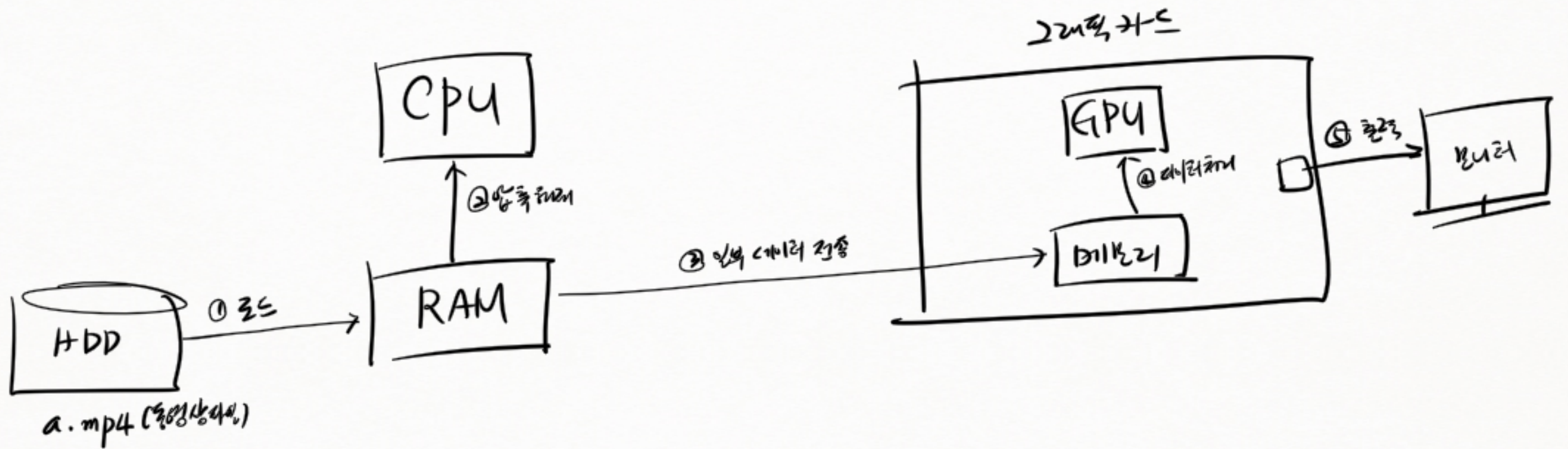


2/분 50개

* write() or read() 그리고 랜카드 메모리
 (com.comcs.net.ex3.Server0130) 클라이언트
 " Client 0130) 클라이언트



* 그래픽 카드의 메모리



* 네트워킹 - 연결방식

