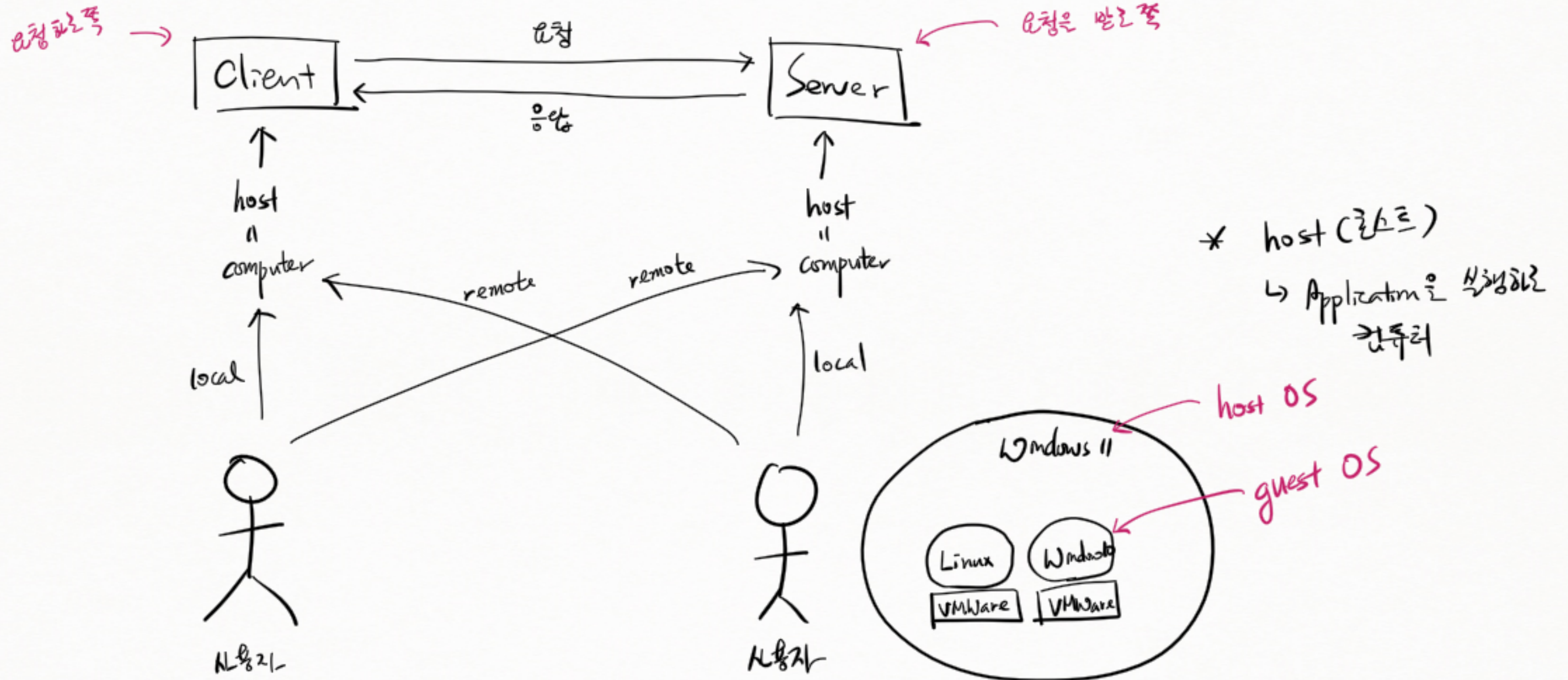
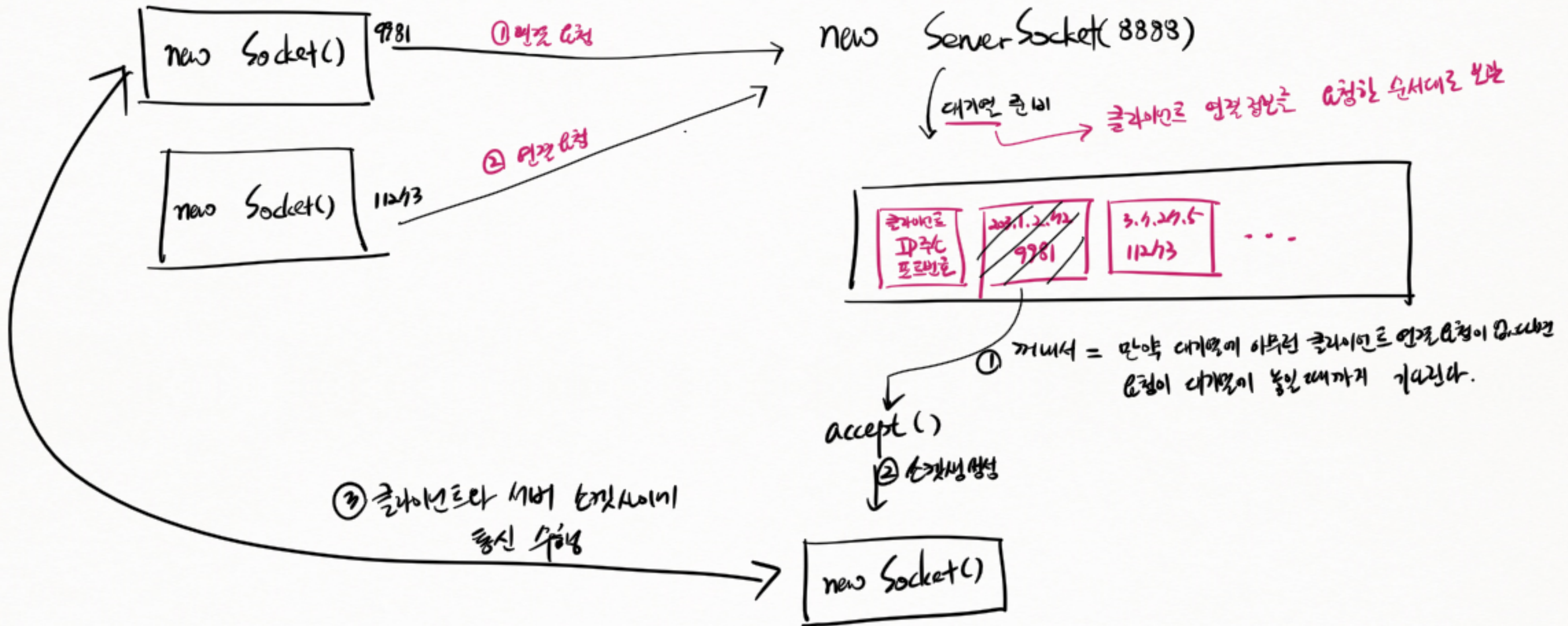


# \* Client / Server 용어

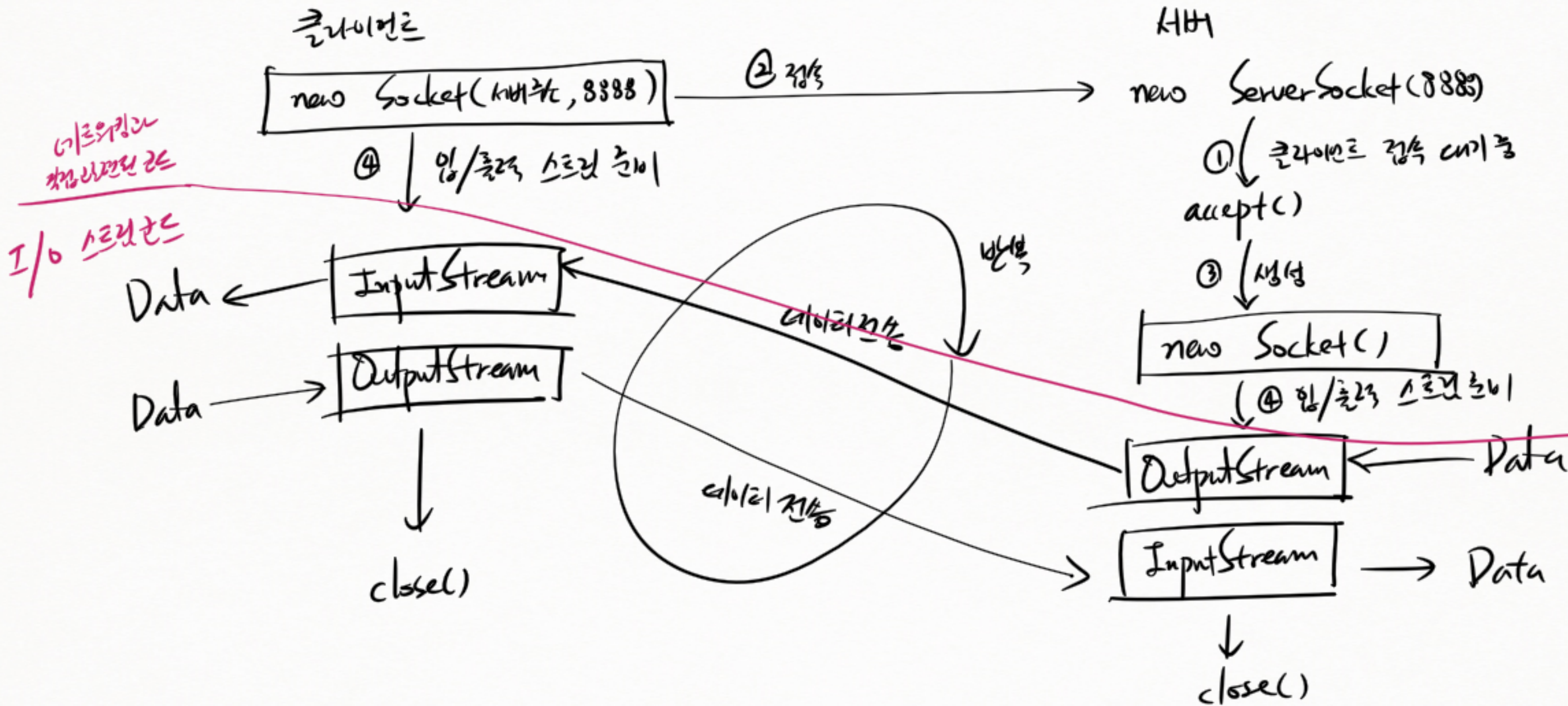


# \* 연결과 송신

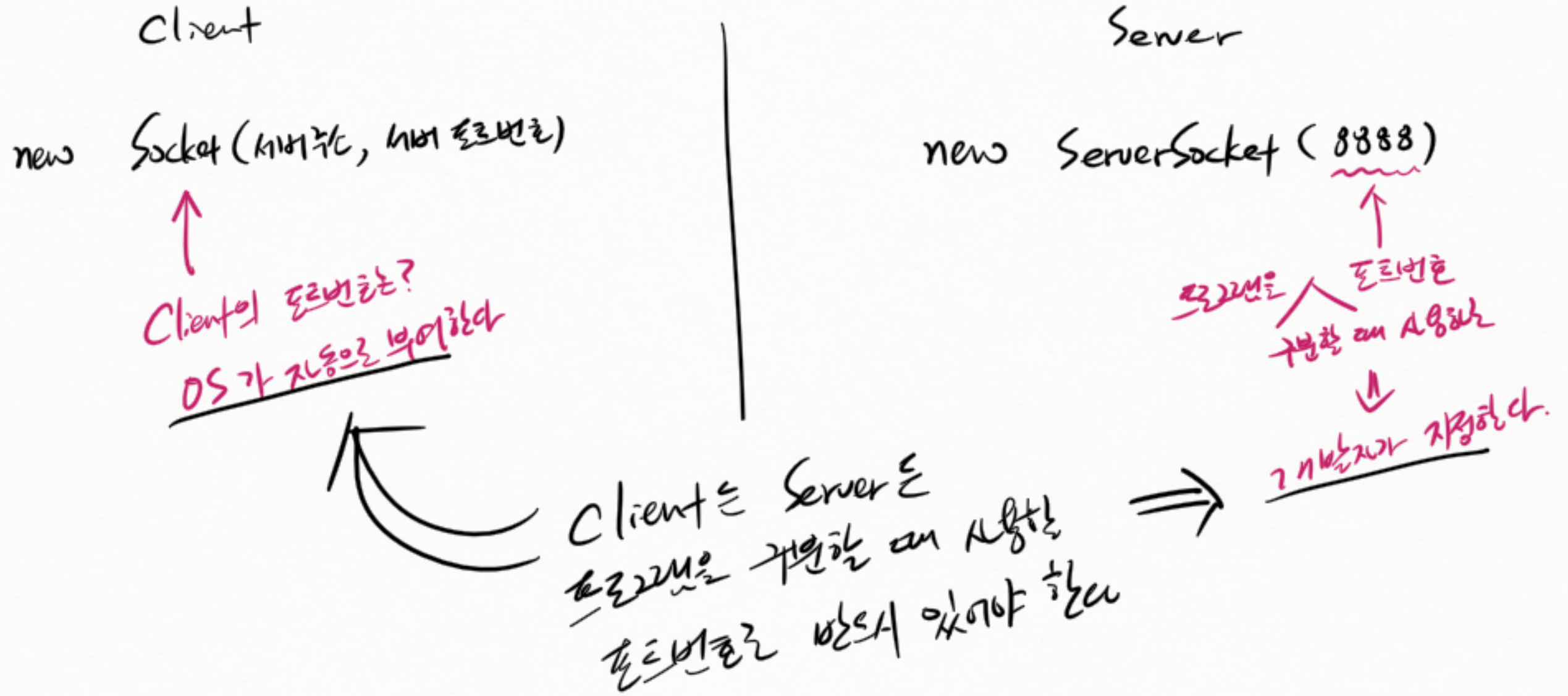




# \* 순차 프로그램의 코드

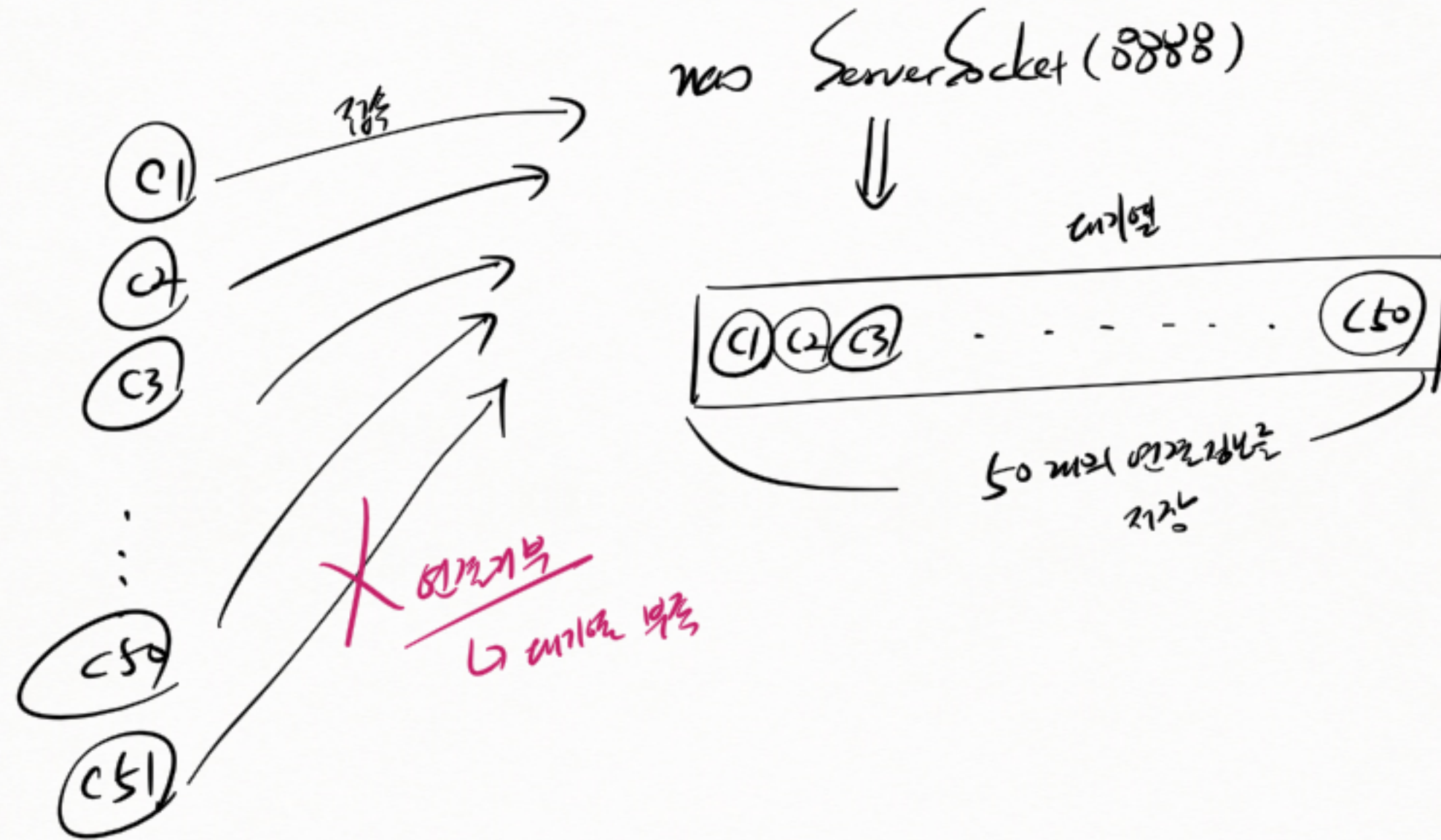


\* ServerSocket 과 Socket 의 포트번호





\* ServerSocket 이 연결



\* create accept()

FIFO (Queue)

||

맨 앞부터 연결 정보를

순서대로 꺼낸다.

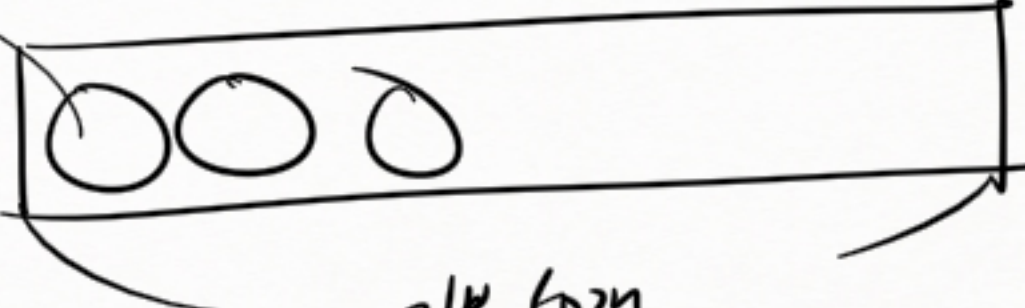
remove

accept()

소켓 객체가 생성된 후  
리턴한다.

new Socket()

new ServerSocket(8888)



2/분 50개



\*