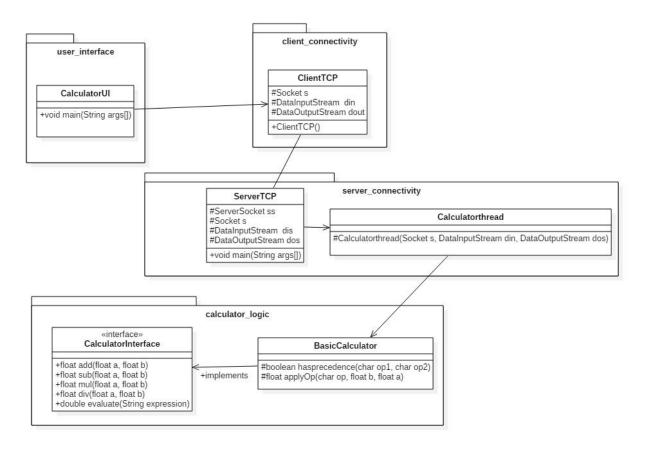
Tutorial No. 2

Q.1 implement calculator program using basic operations addition, subtraction, multiplication, division based on monolithic and client-server architecture using thread. (different thread should be allocated to different client).

Class Diagram:

Client-server:

fig.class Diagram: Calculator_clientserverthread_basic



Implementation:

//user interface client package user_interface;

```
import client_connectivity.*;
public class CalculatorUI {
      public static void main(String[] args) {
       new ClientTCP();
     }
}
//client control file
package client_connectivity;
import java.io.*;
import java.net.*;
import java.util.*;
public class ClientTCP {
      protected Socket s;
  protected DataInputStream din;
  protected DataOutputStream dout;
  public ClientTCP()
  try
  {
     s=new Socket("localhost",10);
     //System.out.println(s);
     din= new DataInputStream(s.getInputStream());
     dout= new DataOutputStream(s.getOutputStream());
     ClientChat();
  catch(Exception e)
     System.out.println(e);
  }
```

```
}
  void ClientChat() throws IOException
      String choice;
      do{
            Scanner scan=new Scanner(System.in);
            System.out.println("Enter the Expression: ");
            String exp=scan.nextLine();
            dout.writeUTF(exp);
            System.out.println(din.readUTF());
            String servermsg=din.readUTF();
            System.out.println(servermsg);
            choice=scan.next();
            dout.writeUTF(choice);
            dout.flush();
      }while(choice.equals("Y"));
 }
}
//server control
package server_connectivity;
import calculator logic.*;
import java.io.*;
import java.net.*;
public class ServerTCP {
     protected ServerSocket ss;
     protected Socket s;
     protected DataInputStream dis;
     protected DataOutputStream dos;
     public static void main(String[] args) {
           new ServerTCP();
```

```
}
     public ServerTCP()
           try {
                 ServerSocket ss=new ServerSocket(10);
                 while(true)
                 {
                 Socket s= null;
           try
           {
                 s=ss.accept();
                 System.out.println("A new client is connected: " + s);
                 dis= new DataInputStream(s.getInputStream());
                 dos= new DataOutputStream(s.getOutputStream());
                 System.out.println("Assigning new thread for this client");
       Thread t = new Calculatorthread(s, dis, dos);
       t.start();
           }
           catch(Exception e){
                 System.out.println(e);
           }
           }catch(Exception e){};
     protected class Calculatorthread extends Thread{
           Socket s;
           DataInputStream din;
           DataOutputStream dos;
           public Calculatorthread(Socket s, DataInputStream
din,DataOutputStream dos){
                 this.s=s;
                 this.din=din;
```

```
this.dos=dos;
            }
            public void run(){
                  try{
                        do{
                              String exp=din.readUTF();
                              BasicCalculator cal=new BasicCalculator();
                              dos.writeUTF(cal.evaluate(exp)+"");
                              dos.writeUTF("Do you want to
continue(Y/N)");
                        }while(din.readUTF().equals("Y"));
                  catch(Exception e){}
            }
//Business logic
//interfaces
package calculator_logic;
public interface CalculatorInterface {
      public float add(float a,float b);
      public float sub(float a,float b);
      public float mul(float a,float b);
      public float div(float a,float b);
      public double evaluate(String expression);
}
```

```
//concrete implementation
package calculator logic;
import java.util.Stack;
public class BasicCalculator implements CalculatorInterface{
      @Override
      public float add(float a, float b) {
           // TODO Auto-generated method stub
           return a+b;
      }
      @Override
      public float sub(float a, float b) {
           // TODO Auto-generated method stub
           return a-b;
      }
      @Override
      public float mul(float a, float b) {
           // TODO Auto-generated method stub
           return a*b;
      }
      @Override
      public float div(float a, float b) {
           // TODO Auto-generated method stub
           return b/a;
      }
      public double evaluate(String expression)
           Stack<Float> values;
```

```
Stack<Character> ops;
            char[] tokens;
            tokens = expression.toCharArray();
            values = new Stack<>();
            ops = new Stack<Character>();
            for (int i = 0; i < tokens.length; i++)
            {
                  if (tokens[i] == ' ')
                        continue;
                  if (tokens[i] >= '0' && tokens[i] <= '9')
                  {
                        StringBuffer sbuf = new StringBuffer();
                        while (i < tokens.length && tokens[i] >= '0' &&
tokens[i] <= '9')
                              sbuf.append(tokens[i++]);
                        values.push(Float.parseFloat(sbuf.toString()));
                  else if (tokens[i] == '(')
                        ops.push(tokens[i]);
                  else if (tokens[i] == ')')
                  {
                        while (ops.peek() != '(')
                        values.push(applyOp(ops.pop(), values.pop(),
values.pop()));
                        ops.pop();
                  }
                  else if (tokens[i] == '+' || tokens[i] == '-' ||
                              tokens[i] == '*' || tokens[i] == '/')
                  {
                        while (!ops.empty() && hasPrecedence(tokens[i],
ops.peek()))
                        values.push(applyOp(ops.pop(), values.pop(),
values.pop()));
```

```
ops.push(tokens[i]);
                  }
            }
            while (!ops.empty())
                  values.push(applyOp(ops.pop(), values.pop(),
values.pop()));
            return values.pop();
      }
      protected static boolean hasPrecedence(char op1, char op2)
      {
            if (op2 == '(' || op2 == ')')
                  return false;
            if ((op1 == '*' || op1 == '/') && (op2 == '+' || op2 == '-'))
                  return false;
            else
                  return true;
      }
      protected float applyOp(char op, float b, float a)
            switch (op)
            case '+':
                  return add(a,b);
            case '-':
                  return sub(a,b);
            case '*':
                  return mul(a,b);
            case '/':
                  if (b != 0)
                        return div(a,b);
            return 0;
      }
```

}

Output:

