
Solutions for Assignment Unit 7

```
package webserver;

import java.io.*;
import java.net.*;
import java.util.*;

/**
 * The main() program in this class is designed to read requests from
 * a Web browser and display the requests on standard output. The
 * program sets up a listener on port 50505. It can be contacted
 * by a Web browser running on the same machine using a URL of the
 * form http://localhost:505050/path/to/resource.html. This method
 * does not return any data to the web browser. It simply reads the
 * request, writes it to standard output and then closes the connection.
 * The program continues to run, and the server continues to listen
 * for new connections, until the program is terminated (by clicking the
 * red "stop" square in Eclipse or by Control-C on the command line).
 */
public class ReadRequest {

    /**
     * The server listens on this port. Note that the port number must
     * be greater than 1024 and less than 65535.
     */
    private final static int LISTENING_PORT = 50505;
    protected static Socket client;
    protected static DataInputStream in;
    protected static PrintStream out;
    static String requestedFile;

    /**
     * Main program opens a server socket and listens for connection
     * requests. It calls the handleConnection() method to respond
     * to connection requests. The program runs in an infinite loop,
     * unless an error occurs.
     * @param args ignored
     */
    public static void main(String[] args) {
        ServerSocket serverSocket;
        try {
            serverSocket = new ServerSocket(LISTENING_PORT);
        }
        catch (Exception e) {
            System.out.println("Failed to create listening socket.");
            return;
        }
        System.out.println("Listening on port " + LISTENING_PORT);
        try {
            while (true) {
                Socket connection = serverSocket.accept();
                System.out.println("\nConnection from "
                    + connection.getRemoteSocketAddress());
                ConnectionThread thread = new ConnectionThread(connection);
                thread.start();
            }
        }
    }
}
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    }
    }
    catch (Exception e) {
        System.out.println("Server socket shut down unexpectedly!");
        System.out.println("Error: " + e);
        System.out.println("Exiting.");
    }
}

/**
 * Handle communication with one client connection. This method reads
 * lines of text from the client and prints them to standard output.
 * It continues to read until the client closes the connection or
 * until an error occurs or until a blank line is read. In a connection
 * from a Web browser, the first blank line marks the end of the request.
 * This method can run indefinitely, waiting for the client to send a
 * blank line.
 * NOTE: This method does not throw any exceptions. Exceptions are
 * caught and handled in the method, so that they will not shut down
 * the server.
 * @param connection the connected socket that will be used to
 * communicate with the client.
 */
private static void handleConnection(Socket connection) {

    String httpRootDir = "/Documents and Settings/";
    client = connection;
    try {
        //create input and output streams for conversation with client
        in = new DataInputStream(client.getInputStream());
        out = new PrintStream (client.getOutputStream());

        String line = null; //read buffer
        String req = null; //first line of request

        //read HTTP request -- the request comes in
        //on the first line, and is of the form:
        // GET <filename> HTTP/1.x

        req = in.readLine();

        //loop through and discard rest of request
        line = req;
        while (line.length() > 0)
        {
            line = in.readLine();
        }

        // Create a token of the input line
        StringTokenizer st = new StringTokenizer(req);

        // Check if HTTP request is "GET"
        if (!st.nextToken().equals("GET"))
        {
            // If not send HTTP Error 501
            sendErrorResponse(501);
            return;
        }

        //parse request -- get filename
        requestedFile = st.nextToken();

        //create File object
        File f = new File(httpRootDir + requestedFile);
        //check to see if file exists
        if (!f.canRead())

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        {
            // If not send HTTP Error 404
            sendErrorResponse(404);
            return;
        }

        //Send HTTP response
        sendResponseHeader(getMimeType(requestedFile),(int) f.length());
        //Send File to the client
        sendFile(f,client.getOutputStream());
    }
    catch (Exception e) {
        System.out.println("Error while communicating with client: " + e);
    }
    finally { // make SURE connection is closed before returning!
        try {
            connection.close();
        }
        catch (Exception e) {
        }
        System.out.println("Connection closed.");
    }
}

//send an HTTP 200 OK header to the client
//The first line is a status message from the server to the client.
//The second line holds the mime type of the document
//The third line holds the Content-Length of the document.
//The fourth line holds the connection type.

private static void sendResponseHeader(String type,int length)
{
    out.println("HTTP/1.1 200 OK");
    out.println("Content-type: " +type);
    out.println("Content-Length: " +length);
    out.println("Connection: close " + "\r\n");
}

//Send a HTTP ERROR header to the client
//The first line is a status message from the server to the client.
//The second line holds the connection type.
//The third line holds the mime type of the document
//The forth line holds more information of the error.
private static void sendErrorResponse(int errorCode)
{
    switch(errorCode) {
        case 404:
            out.print("HTTP/1.1 404 Not Found");
            out.println("Connection: close ");
            out.println("Content-type: text/plain" +"\r\n");
            out.println("<html><head><title>Error</title></head><body> <h2>Error: 404 Not Found</h2> <p>The resource that you
requested does not exist on this server.</p> </body></html>");
            break;
        case 501:
            out.print("HTTP/1.1 501 Not Implemented");
            out.println("Connection: close ");
            out.println("Content-type: text/plain" +"\r\n");
            break;
    }
}

// Extract the MimeType of the file.
private static String getMimeType(String fileName) {

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int pos = fileName.lastIndexOf('.');
if (pos < 0) // no file extension in name
    return "x-application/x-unknown";
String ext = fileName.substring(pos+1).toLowerCase();
if (ext.equals("txt")) return "text/plain";
else if (ext.equals("html")) return "text/html";
else if (ext.equals("htm")) return "text/html";
else if (ext.equals("css")) return "text/css";
else if (ext.equals("js")) return "text/javascript";
else if (ext.equals("java")) return "text/x-java";
else if (ext.equals("jpeg")) return "image/jpeg";
else if (ext.equals("jpg")) return "image/jpeg";
else if (ext.equals("png")) return "image/png";
else if (ext.equals("gif")) return "image/gif";
else if (ext.equals("ico")) return "image/x-icon";
else if (ext.equals("class")) return "application/java-vm";
else if (ext.equals("jar")) return "application/java-archive";
else if (ext.equals("zip")) return "application/zip";
else if (ext.equals("xml")) return "application/xml";
else if (ext.equals("xhtml")) return "application/xhtml+xml";
else return "x-application/x-unknown";
// Note: x-application/x-unknown is something made up;
// it will probably make the browser offer to save the file.
}

```

// Sending the file to the output Socket.

```

private static void sendFile(File file, OutputStream socketOut) throws IOException {
    InputStream infile = new BufferedInputStream(new FileInputStream(file));
    OutputStream outfile = new BufferedOutputStream(socketOut);
    while (true) {
        int x = infile.read(); // read one byte from file
        if (x < 0)
            break; // end of file reached
        outfile.write(x); // write the byte to the socket
    }
    outfile.flush();
}

```

// Create a Thread.

```

private static class ConnectionThread extends Thread {
    Socket connection;
    ConnectionThread(Socket connection) {
        this.connection = connection;
    }
    public void run() {
        handleConnection(connection);
    }
}

```

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}

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