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Hssignment -

Title !- Socket programming.

Problem statement:

Enhance the system with the help of socket programming, use dient server architectione Develop chat server

Objective 1-

To learn basic & advanced techni ques of socket based client server programmin - To understand java-net parkage of J2SE APJs which provides the low level communi

- cation details,

- To understand TCP/UDP client senver application development

Outcome

- Design & implement socket programmi

vg in Java

- Implement TCP/UDP dient server application development.

s/w & H/w requirements:

Java; se developemen

Kit, fedora 05 et bit, programming toole

Concept related theory:

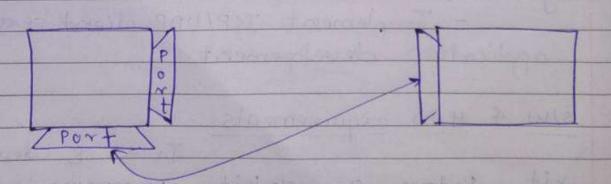
Java crecutes a request network application using sockets program methods request to platform / program running on sever involves networking services provided by transport layer. Transport layer has a protocols (TCP, UDP). These are post to map incoming data to particular process on computer.

A socket is a software endpoint the

establishes bidirectional communication bet a server program & one or more client program.

Server of request client

request to the senier.



session established with temporary ports used for 2-way communication

The socket associates the server program with a specific hardware past on machine where It runs to any client program anywhere In the network with a socket associated with that same port can communicate with server program.

Steps 1-

- 1) Open the senser socket; Server socket - new Server socket (post);
- 2) Wait for the client request socket client = server accept ().
- 3) meate I/o streams for communicating to the client

Data Trput Stream is = new Data Trput Stream (client get Juput Stream os : new Data Cutput Stream (client get Suput stream)

- 4) Perform communication with server from (lies

 Reviewe from Client

 String line = is readline();

close the socket when done

client. close();

| | | Page No. | |
|--|--|---------------|----------|
| Opplications: Client-Server: Client-Server: Client programm To connect a socket conne | to other other | er machine i | ex need |
| Socket s | cket = here Top pas used to a tion. ation class | ed explicitly | overs |
| - accept() met | had used - | to connect ac | lient to |
| Test-Cases: | the state of the s | A Services | pesult |
| 2. Chat to Admin | Sower: Welcome Client: Some for Somer: Resolu- client: Over | sue same | Success |
| Sign Up as Employee Manager (name: "admin") | eptions for Employee Manager (respective options) | Same | Success |

Appli

Test.

| Page No. Date |
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| Conclusion: |
| server cesing socket programming in Java. |
| |
| |
| |
| |
| |
| |
| |

```
//Server.java
import java.net.*;
import java.io.*;
import java.util.*;
public class Server
  //initialize socket and input stream
                      socket = null;
  private Socket
  private ServerSocket server = null;
  private DataInputStream input = null;
  private ObjectInputStream inObj = null;
  private DataOutputStream out = null;
  private ObjectOutputStream outObj = null;
  private DataInputStream in
                                 = null;
  ArrayList<String> al = new ArrayList<String>();
     ArrayList ale = new ArrayList();
     ArrayList prj = new ArrayList();
  // constructor with port
  public Server(int port)
     // starts server and waits for a connection
     {
       server = new ServerSocket(port);
       System.out.println(" -- Server started");
       System.out.println(" -- Waiting for a client ...");
       socket = server.accept();
       System.out.println(" -- Client accepted");
       // takes input from the client socket
       in = new DataInputStream(
          new BufferedInputStream(socket.getInputStream()));
       inObj = new ObjectInputStream(socket.getInputStream());
       input = new DataInputStream(System.in);
       // sends output to the socket
       out = new DataOutputStream(socket.getOutputStream());
       outObj = new ObjectOutputStream(socket.getOutputStream());
```

```
int ch,ch2;
Employee e;
//Project p;
Scanner sc = new Scanner(System.in);
String nm,nm2;
Combine c;
boolean flag;
try{
  do{
    ch = in.read();
    switch(ch)
       case 1:
         flag = false;
         nm = in.readUTF();
         for(int i=0;i<ale.size();i++)
         {
            e = (Employee)ale.get(i);
            //System.out.println("@ " + e.giveEmp());
            if(nm.equals(e.name))
              flag= true;
              outObj.writeObject(e);
              break;
            }
         if(flag)
         {
            System.out.println(" -- Client: " + nm + ", Just Logged In");
            do{
              ch2 = in.read();
              switch(ch2)
               {
                 case 2:
                   System.out.println("-----");
                   String line = "";
                   // reads message from client until "Over" is sent
                   try
                      {
                          line = "Welcome to Admin service";
                           System.out.println("Server: " + line);
                           out.writeUTF(line);
                       catch(IOException i)
                        System.out.println(i);
                   while(!line.equals("Over"))
```

```
try
                      line = in.readUTF();
                      System.out.println("Client : " +line);
                      al.add(line);
                      if(!line.equals("Over"))
                         System.out.print("Server : ");
                         line = input.readLine();
                         out.writeUTF(line);
                    catch(IOException i)
                      System.out.println(i);
            break;
          case 3:
            nm2 = in.readUTF();
            for(int i = 0;i < prj.size();i++)
            {
               c = (Combine)prj.get(i);
               outObj.writeObject(c);
            outObj.writeObject(null);
            break;
          default:
            if(ch2!=0 \&\& ch2 !=1)
               System.out.println("Invaild Input from client");
     }while(ch2 !=0);
  else
    e = null;
    outObj.writeObject(e);
    System.out.println(" -- Login failure for " + nm);
  break;
case 2:
  e = (Employee)inObj.readObject();
  ale.add(e);
  System.out.println(" -- Client : " +e.getName() + " Signed Up Successfully ");
  System.out.println(" -- Client Details : \n");
  System.out.println(e.giveEmp());
  break;
```

```
do{
  ch2 = in.readInt();
  switch(ch2)
     case 1:
       Project p;
       p = (Project)inObj.readObject();
       nm = in.readUTF();
       c = new Combine(p,nm);
       prj.add(c);
       out.writeUTF("Project Created Successfully!");
       break;
     case 2:
       flag = false;
       nm = in.readUTF();
       for(int i=0;i<ale.size();i++)
          e = (Employee)ale.get(i);
          if(nm.equals(e.getName()))
            ale.remove(i);
            flag =true;
            out.writeUTF("Employee Removed !");
            break;
       if(!flag)
          out.writeUTF("Employee Not Removed");
       break;
    case 3:
       flag = false;
       nm = in.readUTF();
       for(int i=0;i<prj.size();i++)
          c = (Combine)prj.get(i);
          if(nm.equals(c.getName()))
            flag =true;
            prj.remove(i);
            out.writeUTF("Project Deleted !");
            break;
       if(!flag)
```

```
out.writeUTF("Project Not Deleted !!");
                      break;
                    case 5:
                      ch2=0;
                      break;
                 }
               }while(ch2!=0);
               break;
            default:
               if(ch!=0)
                 System.out.println(" -- Invalid Input from Client !");
          }
       \}while(ch != 0);
     catch(IOException i)
       System.out.println(i);
     catch(ClassNotFoundException cnf)
       System.out.println(cnf);
     System.out.println("Closing connection");
     // close connection
     socket.close();
     in.close();
     input.close();
     out.close();
  catch(IOException i)
     System.out.println(i);
public static void main(String args[])
  Server server = new Server(8000);
```

```
//Client.java
```

```
import java.net.*;
import java.io.*;
import java.util.*;
import java.util.logging.Level;
import java.util.logging.Logger;
class Client
  // initialize socket and input output streams
  private Socket socket
                              = null;
  private BufferedReader input = null;
  private DataOutputStream out = null;
  private DataInputStream in
                                 = null;
  private ObjectOutputStream outObj = null;
  private ObjectInputStream inObj = null;
  // constructor to put ip address and port
  public Client(String address, int port)
     // establish a connection
     try
       socket = new Socket(address, port);
       System.out.println("Connected");
       // takes input from terminal
       input = new BufferedReader(new InputStreamReader(System.in));
       // sends output to the socket
       out = new DataOutputStream(socket.getOutputStream());
       outObj = new ObjectOutputStream(socket.getOutputStream());
       in = new DataInputStream(
            new BufferedInputStream(socket.getInputStream()));
       inObj = new ObjectInputStream(socket.getInputStream());
     catch(UnknownHostException u)
       System.out.println(u);
     catch(IOException i)
       System.out.println(i);
     int ch,ch2;
```

```
Employee e;
Combine c;
String nm,msg;
Employee response;
Scanner sc = new Scanner(System.in);
try{
  do{
     System.out.println("\n\t1.Login \n\t2.SignUp \n\t3.Admin \n\t0.Exit");
    System.out.print("\n\tEnter Your Choice : ");
    ch = sc.nextInt();
    out.write(ch);
    switch(ch)
       case 1:
         //Login
         System.out.print("\n\n\tEnter Name: ");
         nm = sc.nextLine();
         nm = sc.nextLine();
         out.writeUTF(nm);
         response = (Employee)inObj.readObject();
         if(response != null)
            System.out.println("Login Successful !");
            do{
              System.out.println("\n\\t1.Profile \n\\t2.Chat to Server \n\\t3.All Projects \n\\t0.LogOut");
              System.out.print("Enter Your Choice : ");
              ch2 = sc.nextInt();
              out.write(ch2);
              switch(ch2)
                 case 1:
                   System.out.println(response.giveEmp());
                   break;
                 case 2:
                   String line = "";
                   System.out.println("\n\t-----");
                   while(!line.equals("Over"))
                        try
                          line = in.readUTF();
                          System.out.println("Server: " + line);
                          if(!line.equals("Over"))
                             System.out.print("Client : ");
                             line = input.readLine();
                             out.writeUTF(line);
                          }
                        catch(IOException i)
```

```
System.out.println(i);
                        break;
                     case 3:
                        int prg;
                        out.writeUTF(response.getName());
                         c =(Combine) inObj.readObject();
                         if(c != null)
                          prg = c.getProgress();
                          c.showProject(prg);
                         }while(c != null);
                        break;
                     default:
                        if(ch2 != 0)
                          System.out.println("Invalid Choice !");
                   }
                 }while(ch2!=0);
              else
                 System.out.println("Login Failed !");
              break;
            case 2:
              //SignUp
              e = new Employee();
              e.getEmp();
              outObj.writeObject(e);
              System.out.println("SignUp Successful !");
              break;
            case 3:
              System.out.println("\n\t-----);
              System.out.print("\n\tEnter UserName : ");
              nm = sc.nextLine();
              nm = sc.nextLine();
              if(nm.equals("admin") || nm.equals("Admin") || nm.equals("ADMIN"))
                do{
                   System.out.println("\n\n\t1.Create Project \n\t2.Remove Employee \n\t3.Delete Project\n\t0.Exit
");
                   System.out.print("\n\tEnter your choice : ");
                   ch2 = sc.nextInt();
                   out.writeInt(ch2);
                   switch(ch2)
                   {
```

```
case 1:
                   Project p = new Project();
                   p.getProject();
                   outObj.writeObject(p);
                   System.out.print("\n\tEnter Employee Name : ");
                   msg = sc.nextLine();
                   msg = sc.nextLine();
                   out.writeUTF(msg);
                   msg = in.readUTF();
                   System.out.println("\n\t" + msg);
                   break;
                 case 2:
                   System.out.print("\n\tEnter Employee Name: ");
                   msg = sc.nextLine();
                   msg = sc.nextLine();
                   out.writeUTF(msg);
                   msg = in.readUTF();
                   System.out.println("\n\t" + msg);
                   break;
                 case 3:
                   int prg;
                   System.out.print("\n\tEnter Employee Name: ");
                   msg = sc.nextLine();
                   msg = sc.nextLine();
                   out.writeUTF(msg);
                   msg = in.readUTF();
                   System.out.println("\n\t" + msg);
                   break;
                 default:
                   if(ch2 !=0)
                      System.out.println("\n\tInvalid Choice");
               }
            }while(ch2!=0);
         else{
            out.writeInt(5);
         break;
       default:
         if(ch!=0)
            System.out.println("Invalid Input");
         break;
     }
  \}while(ch != 0);
catch(IOException i)
  System.out.println(i);
```

```
} catch (ClassNotFoundException ex) {
       Logger.getLogger(Client.class.getName()).log(Level.SEVERE, null, ex);
     // close the connection
     try
     {
       input.close();
       out.close();
       socket.close();
       in.close();
     catch(IOException i)
       System.out.println(i);
  public static void main(String args[])
System.out.println("Client");
Client c = new Client("localhost", 8000);
//Employee.java
import java.io.Serializable;
import java.util.Scanner;
public class Employee implements Serializable {
  String name;
  int exp;
  int id;
  String desig;
  String email;
  float sal;
  static int st id = 0;
  Project prj;
  public Employee(){
     name="";
```

```
exp=0;
  desig="";
  email="";
  sal = exp \le 5 ? 30000 : 50000;
  id=st id;
  st_id++;
  prj = null;
public Employee(String nm , int ex , String des ,String mail, Project p){
  name = nm;
  exp=ex;
  desig = des;
  email = mail;
  sal = exp \le 5?30000:50000;
  id = st id;
  st id++;
  prj = null;
public Employee(Employee e)
  name = e.name;
  exp = e.exp;
  desig = e.desig;
  email = e.email;
  sal = exp \le 5 ? 30000 : 50000;
  prj = e.prj;
  id = st id;
  st id++;
public void showProject(int prg)
     prj.showPrj(prg);
}
public Project givePrj()
  return prj;
public void setPrj(Project p)
  prj = p;
public String getName()
  return name;
public String getDesig()
```

```
return desig;
public String giveEmp()
  String msg;
  msg = "-----" +
     "\ntName : " + name +
     "\ntExpierence : " + exp +
     '' \ '' \ '' + designation : " + desig + 
     \'' \ \ '' + email +
     "\ntSalary : Rs. " + sal +
     "\n\n----":
  return msg;
public void setPrg(int prg)
  //if(prj != null)
    prj.setProg(prg);
  //else
  // System.out.println("No Projects Available for Employee : " + name);
public void getEmp()
  Scanner sc = new Scanner(System.in);
  System.out.print("\n\n\tEnter Name
                                        : ");
  name = sc.nextLine();
  System.out.print("\n\tEnter Experience : ");
  exp = sc.nextInt();
  System.out.print("\n\tEnter Designation : ");
  desig = sc.nextLine();
  desig = sc.nextLine();
  System.out.print("\n\tEnter Email : ");
  email = sc.nextLine();
  sal = exp \le 5?30000:50000;
public void showEmp()
  System.out.println("-----");
  System.out.println("\tName : " + name);
  System.out.println("\tExpierence : " + exp);
  System.out.println("\tDesignation : " + desig);
  System.out.println("\tContact : " + email);
public static void main(String[] args) {
```

```
//Project.java
```

```
import java.io.Serializable;
import java.util.ArrayList;
import java.util.Scanner;
public class Project implements Serializable {
  String prjTaskName;
  String prjTaskDetail;
  int d,m,y;
  int progress;
  public Project()
     prjTaskName = "";
     prjTaskDetail = "";
     d=1;m=1;y=2020;
     progress = 0;
  public Project(Project pr)
     prjTaskName = pr.prjTaskName;
     prjTaskDetail = pr.prjTaskDetail;
     d = pr.d;
     m = pr.m;
     y = pr.y;
     progress = pr.progress;
  public Project(Project pr , int p)
     prjTaskName = pr.prjTaskName;
     prjTaskDetail = pr.prjTaskDetail;
     d = pr.d;
     m = pr.m;
     y = pr.y;
     progress = p;
  public int getProg()
     return progress;
  public void setProg(int p)
     progress = p;
```

```
public String prjName()
     return prjTaskName;
  public void showPrj(int prg)
     System.out.println("\n\tProject Task Name : " + prjTaskName);
     System.out.println("\n\tProject Task Detail: "+prjTaskDetail);
     System.out.println("\ntProject Deadline : " + d + "/" +m + "/" +y);
  public void getProject()
     Scanner sc = new Scanner(System.in);
     System.out.print("\n\tEnter Task Name: ");
     prjTaskName = sc.nextLine();
     System.out.print("\n\tEnter Project Task Details : ");
     prjTaskDetail = sc.nextLine();
     System.out.println("\n\n\tEnter Deadline : ");
     System.out.print("\n\t\tDay : ");
     d = sc.nextInt();
     System.out.print("\n\t\tMonth : ");
     m = sc.nextInt();
     System.out.print("\n\t\tYear : ");
     y = sc.nextInt();
//Combine.java
import java.io.Serializable;
public class Combine implements Serializable {
  String name;
  int progress;
  Project p;
  public Combine(Project pr,String nm){
    p = new Project(pr);
     name = nm;
  public void setProgress(int pr){
     progress = pr;
  public int getProgress()
     return progress;
```

}

```
public void updateProg(int progress)
  p.setProg(progress);
public void showProject(int prg)
  System.out.println("\n\n\tEmployee : " + name);
System.out.println("\t-----");
  if(p == null)
     System.out.println("\n\tNo Projects ");
  else
     p.showPrj(prg);
public int getPrg()
  return p.getProg();
public String getName()
  return name;
```

//Server output

run:

- -- Server started
- -- Waiting for a client ...
- -- Client accepted
- -- Client: rajat Signed Up Successfully
- -- Client Details :

Name : rajat Expierence : 7

Designation: software engineer

Contact : rajat@g.com Salary : Rs. 50000.0

-- Client: mohit Signed Up Successfully

-- Client Details :

Name : mohit Expierence : 4

Designation: jr.software engineer

Contact : mohit@g.com Salary : Rs. 30000.0

-- Client: pritesh Signed Up Successfully

-- Client Details:

. .

Name : pritesh Expierence : 1

Designation: jr.software engineer

Contact : pritesh@g.com Salary : Rs. 30000.0

-- Client: rajat, Just Logged In

Server: Welcome to Admin service

Client: I had issues

Server : I will resolve them

Client: Over

-- Client: rajat, Just Logged In -- Client: mohit, Just Logged In -- Client: mohit, Just Logged In

Closing connection

// Client output

run:

Client Connected

- 1.Login
- 2.SignUp
- 3.Employee Manager
- 0.Exit

Enter Your Choice : 2

Enter Name : rajat

Enter Experience : 7

Enter Designation : software engineer

Enter Email : rajat@g.com

SignUp Successful!

- 1.Login
- 2.SignUp
- 3.Employee Manager
- 0.Exit

Enter Your Choice : 2

Enter Name : mohit

Enter Experience : 4

Enter Designation : jr.software engineer

Enter Email : mohit@g.com

SignUp Successful!

- 1.Login
- 2.SignUp
- 3. Employee Manager
- 0.Exit

Enter Your Choice : 2

Enter Name : pritesh

Enter Experience : 1

Enter Designation : jr.software engineer

: pritesh@g.com Enter Email SignUp Successful! 1.Login 2.SignUp 3.Employee Manager 0.Exit Enter Your Choice : 1 Enter Name: rajat Login Successful! 1.Profile 2.Help 3.Projects 0.LogOut Enter Your Choice : 1 -----Name : rajat Expierence: 7 Designation: software engineer Contact : rajat@g.com Salary : Rs. 50000.0 1.Profile 2.Help 3.Projects 0.LogOut Enter Your Choice : 2 Server: Welcome to Admin service Client: I had issues Server: I will resolve them Client: Over 1.Profile 2.Help 3.Projects 0.LogOut Enter Your Choice : 3 1.Profile 2.Help

3. Projects

| 0.LogOut Enter Your Choice : 0 |
|--|
| 1.Login 2.SignUp 3.Employee Manager 0.Exit |
| Enter Your Choice : 3 |
| Employee Manager Section |
| Enter UserName: admin |
| 1.Create Project 2.Remove Employee 3.Delete Project 0.Exit |
| Enter your choice : 1 |
| Enter Task Name: web app |
| Enter Project Task Details : build a web app |
| Enter Deadline : |
| Day: 30 |
| Month: 9 |
| Year : 2020 |
| Enter Employee Name: rajat |
| Project Created Successfully! |
| 1.Create Project 2.Remove Employee 3.Delete Project 0.Exit |
| Enter your choice : 1 |
| Enter Task Name: ML app |
| |

Enter Deadline :

| Day: 30 |
|--|
| Month: 10 |
| Year : 2020 |
| Enter Employee Name: mohit |
| Project Created Successfully! |
| 1.Create Project2.Remove Employee3.Delete Project0.Exit |
| Enter your choice : 2 |
| Enter Employee Name: pritesh |
| Employee Removed! |
| 1.Create Project 2.Remove Employee 3.Delete Project 0.Exit Enter your choice : 0 |
| 1.Login 2.SignUp 3.Employee Manager 0.Exit Enter Your Choice : 1 |
| Enter Name: rajat Login Successful! |
| 1.Profile 2.Help 3.Projects 0.LogOut Enter Your Choice : 3 |
| Employee : rajat |

Employee : rajat

Project Task Name: web app

Project Task Detail: build a web app

Project Deadline : 30/9/2020

- 1.Profile
- 2.Help
- 3.Projects
- 0.LogOut

Enter Your Choice : 0

- 1.Login
- 2.SignUp
- 3.Employee Manager
- 0.Exit

Enter Your Choice : 1

Enter Name: mohit Login Successful!

- 1.Profile
- 2.Help
- 3.Projects
- 0.LogOut

Enter Your Choice: 3

Employee: mohit

Project Task Name: ML app

Project Task Detail: build a ML app

Project Deadline : 30/10/2020

- 1.Profile
- 2.Help
- 3.Projects
- 0.LogOut

Enter Your Choice : 0

- 1.Login
- 2.SignUp
- 3.Employee Manager
- 0.Exit

| Enter Your Choice : 3 |
|---|
| Employee Manager Section |
| Enter UserName: admin |
| 1.Create Project 2.Remove Employee 3.Delete Project 0.Exit |
| Enter your choice : 3 |
| Enter Employee Name: mohit |
| Project Deleted! |
| 1.Create Project 2.Remove Employee 3.Delete Project 0.Exit |
| Enter your choice : 0 |
| 1.Login 2.SignUp 3.Employee Manager 0.Exit Enter Your Choice : 1 |
| Enter Four Choice . 1 |
| Enter Name: mohit Login Successful! |
| 1.Profile 2.Help 3.Projects 0.LogOut Enter Your Choice : 3 |
| 1.Profile 2.Help 3.Projects 0.LogOut Enter Your Choice : 0 |

1.Login 2.SignUp 3.Employee Manager 0.Exit

Enter Your Choice : 0