Explanation of the Socket API used

In our code the server socket and socket classes from java’s standard java.net package is being used. They are what provide Java’s socket API for network communication. In the program here’s how they are being used, ServerSocket: the object of serverSocket is to listen for incoming client connections on a specified port which is 31847 in this case. The server then uses serverSocket.accept() to wait for a connection, blocking it until a client connects. The Socket is once a client connects. Accept() returns a socket object (clientSocket), showing the connection to the client. This socket allows the server to send and receive data from that client using streams.