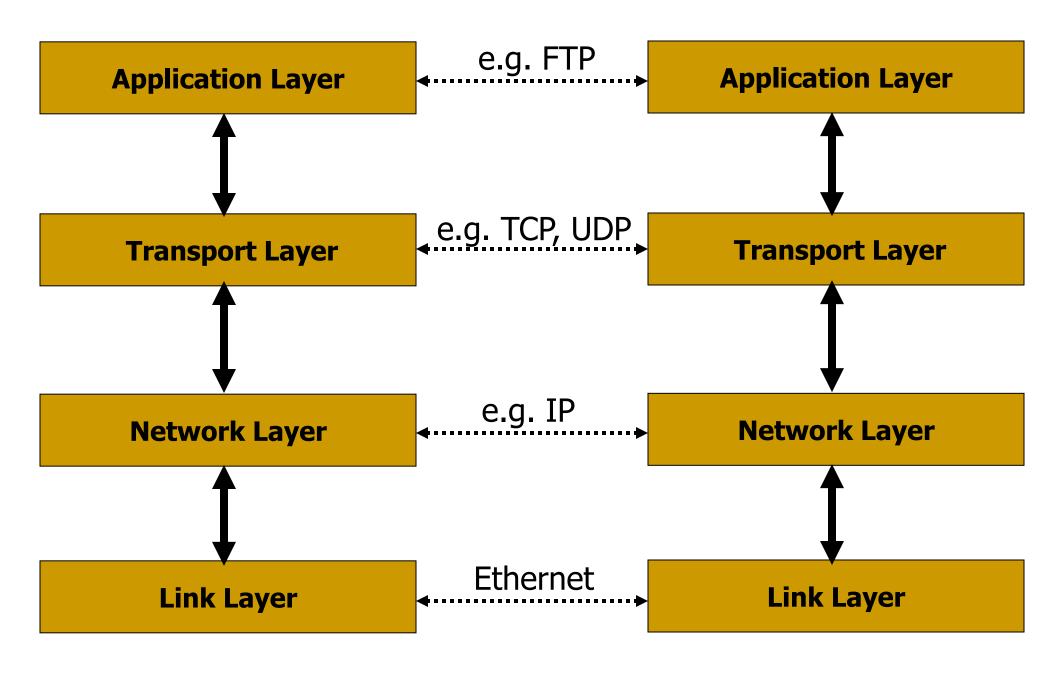
NETWORK PROGRAMMING IN JAVA

4th Aug 2020

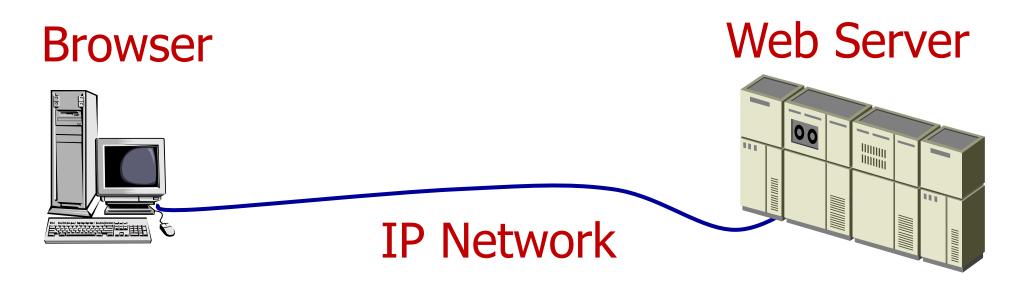
Centre for Development of Advanced Computing (C-DAC), Hyderabad

Layers of the TCP/IP Protocol Suite



Network Applications

Accessing Web (http, https)



Similarly FTP, Telnet SMTP etc

Types of Internet Sockets

- Different types of sockets implement different communication types (stream vs. datagram)
- Type of socket: stream socket
 - connection-oriented
 - two way communication
 - reliable (error free), in order delivery
 - can use the Transmission Control Protocol (TCP)
 - e.g. telnet, ssh, http, ftp etc
- Type of socket: datagram socket
 - connectionless, does not maintain an open connection, each packet is independent
 - can use the User Datagram Protocol (UDP)
 - e.g. IP telephony, RTP, NTP etc
- Other types exist: similar to the one above

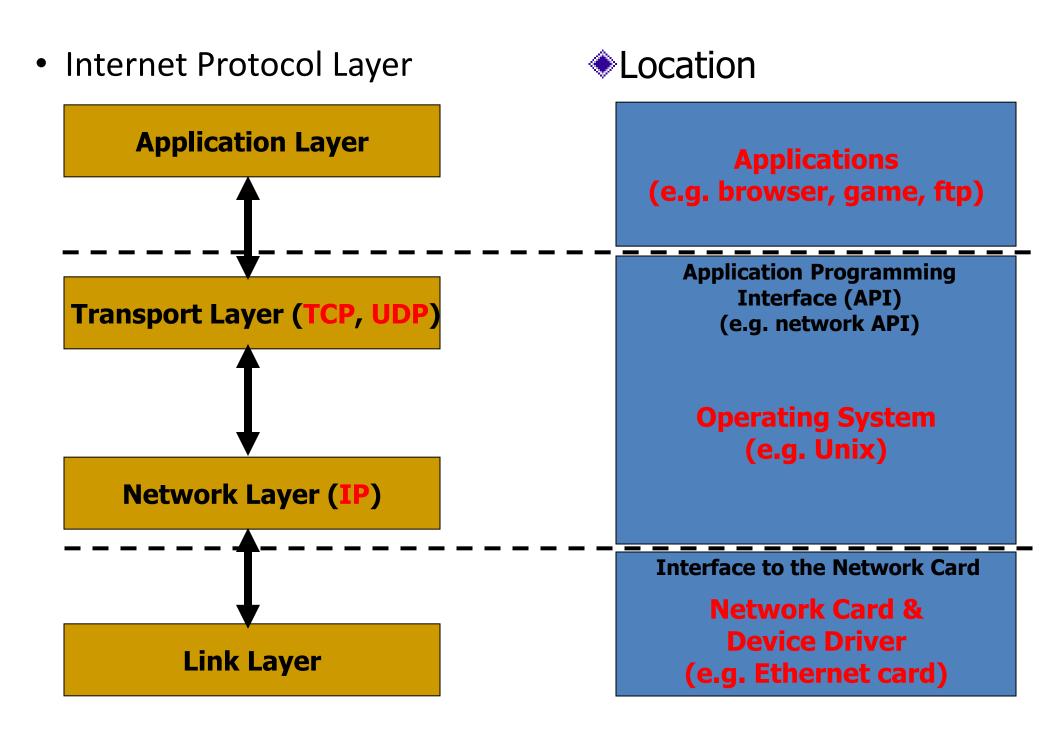
Naming and Addressing

- Host name
 - -identifies a single host
 - variable length string (e.g. www.berkeley.edu)
 - -is mapped to one or more IP addresses
- IP Address
 - -written as dotted octets (e.g. 10.0.0.1)
 - —32 bits. Not a number! But often needs to be converted to a 32-bit to use.
- Port number
 - -identifies a process on a host
 - -16 bit number

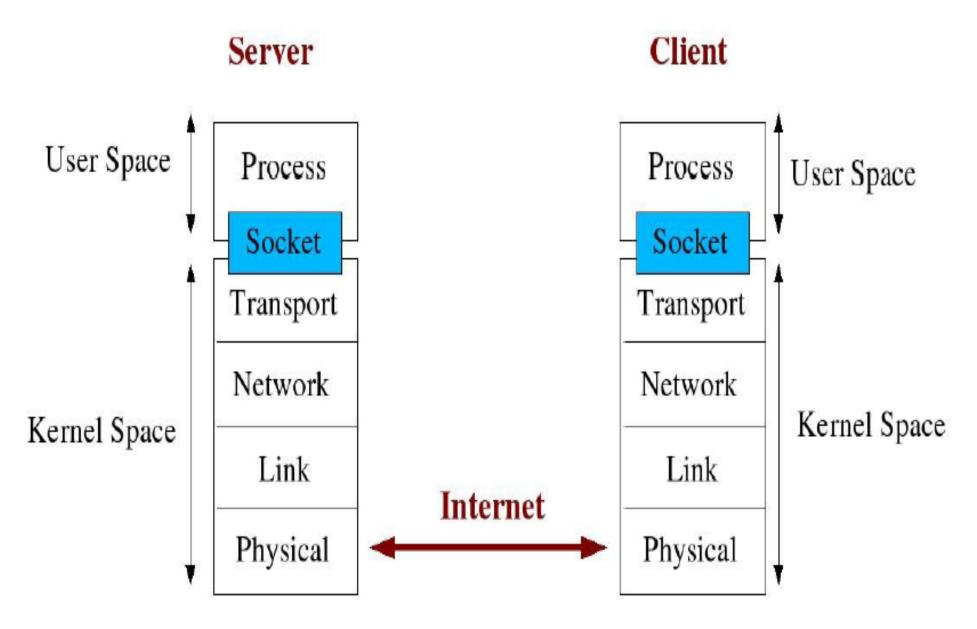
About TCP and UDP Ports

- TCP and UDP Ports are 16-bit numbers.
- They are of three types:
 - Well-known Ports (0-1023: Controlled by the IANA)
 - Registered Ports (1024-49159) and
 - Ephemeral / Dynamic Ports (49152-65535).
 (RFC 1700 shows a list suggested initially)
- FTP over TCP uses 21 whereas TFTP over UDP uses 69 for instance.

PROTOCOL SUITE LOCATION



Socket Description



What is a Socket?

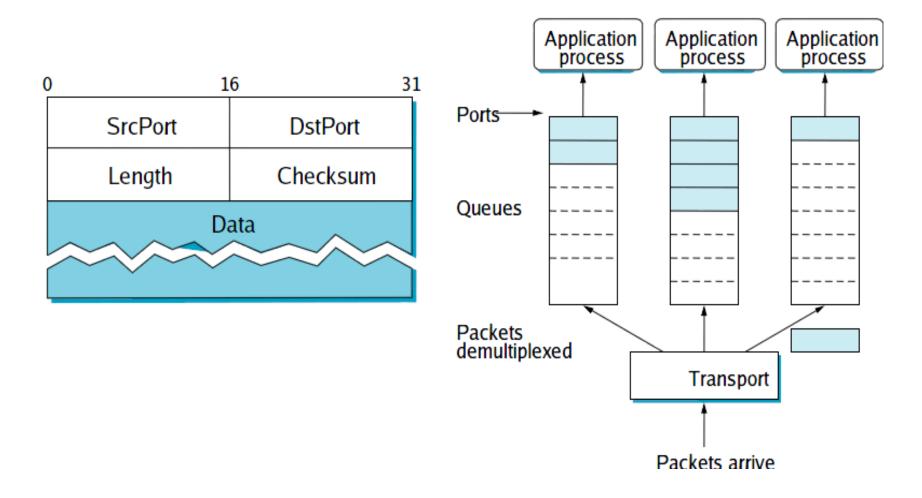
Socket is a resource to access network services

 Socket APIs are used by Server and Client applications to communicate over the network

Internet sockets characterized by IP Address (4 bytes) & port number (2 bytes)

Demultiplexing

 Convert host-to-host packet delivery service into a process-to-process communication channel



Client - Server Paradigm

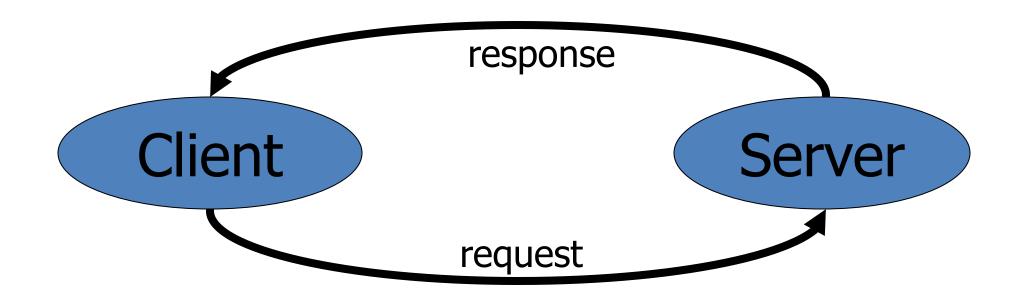
Application Server Component:

 Provides any set of predefined services to one or more requesting clients

Application Client Component:

Requests for any specific service from any designated server

Client-Server Architecture



- Client requests service to server
- Server responds with sending service or error message to client

SOCKET PROGRAMMING WITH TCP

Client must contact server

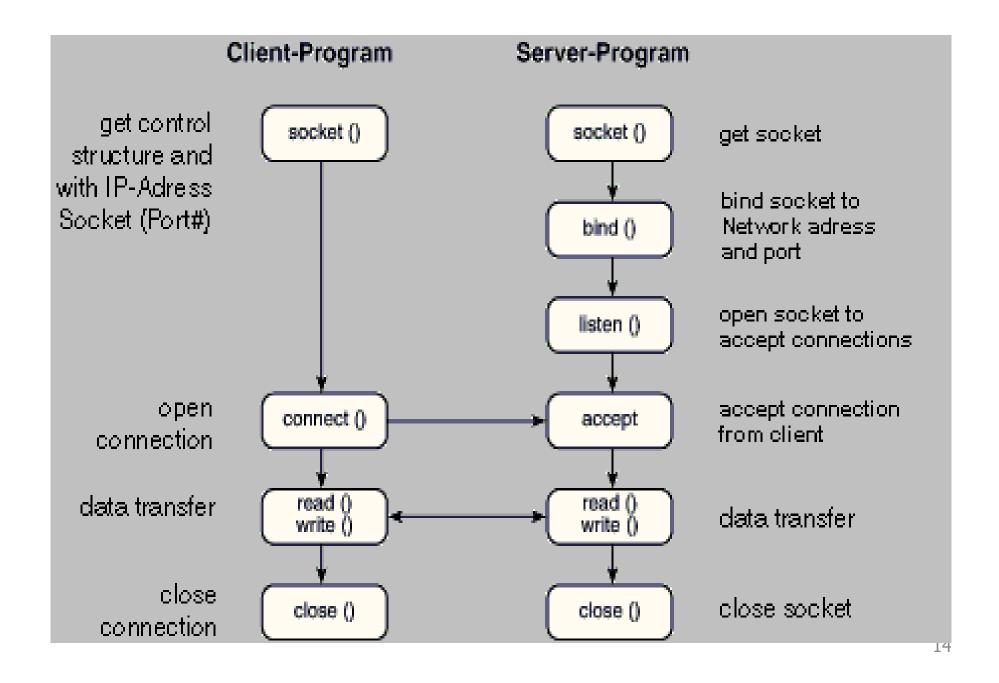
- server process must first be running
- server must have created socket (door) that welcomes client's contact

Client contacts server by:

- creating client-local TCP socket
- specifying IP address, port number of server process
- When client creates socket: client TCP establishes connection to server TCP

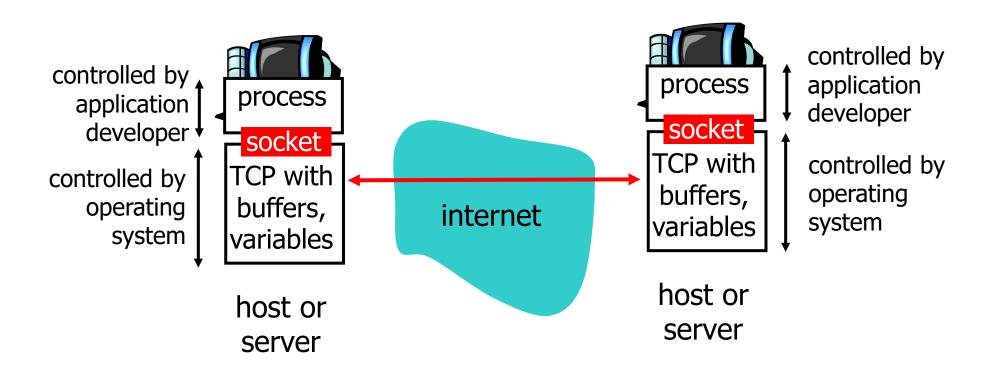
- When contacted by client, server TCP creates new socket for server process to communicate with client
 - allows server to talk with multiple clients
 - source port numbers used to distinguish clients

TCP based Application



SOCKET-PROGRAMMING USING TCP

TCP service: reliable transfer of bytes from one process to another



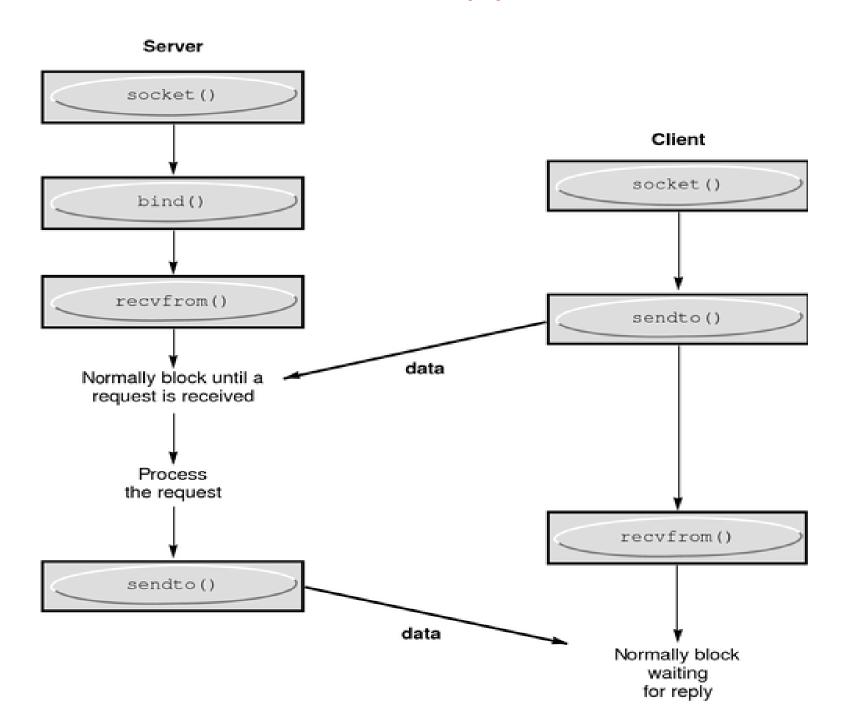
SOCKET PROGRAMMING WITH UDP

UDP: no "connection" between client and server

- no handshaking
- sender explicitly attaches IP address and port of destination to each packet

UDP: transmitted data may be received out of order, or lost

UDP based Application



Types of Application Servers

Concurrent Server

» It simultaneously provides any set of predefined services to one or more requesting clients is called a Concurrent Server Process.

Iterative Server

» It provides any set of predefined services to only one requesting client at any point of time is called an Iterative Server Process.

Network API

- Operating system provides Application Programming Interface (API) for network application
- API is defined by a set of function types, data structures, and constants
- Desirable characteristics of the network interface
 - -Simple to use
 - Flexible
 - independent from any application
 - allows program to use all functionality of the network
 - Standardized
 - allows programmer to learn once, write anywhere
- Application Programming Interface for networks is called socket

Class ServerSocket

ServerSocket

 The ServerSocket class can be used to create a server socket. This object is used to establish communication with the clients.

Methods

- public Socket accept() returns the socket and establish a connection between server and client.
- public synchronized void close() closes the server socket.

Class Socket

Socket(String host, int port) or (InetAddress addr, int port)

 A socket is simply an endpoint for communications between the machines. The Socket class can be used to create a socket.

Methods

- InputStream getInputStream() returns the InputStream attached with this socket.
- OutputStream getOutputStream() returns the OutputStream attached with this socket.
- InetAddress getInetAddress()
- InetAddress getLocalAddress()
- int getPort()
- int getLocalPort()
- void close() closes this socket

TCP Socket - Server Side

- Create server socket (ServerSocket())
 - Bind port to socket and make it a listen for connections
- While (Condition)
 - accept user connection request which returns new socket which is used to have session with the client (accept())
 - Get Input and Output streams for the session socket
 - Communicate with the Client
- Close TCP connection and Socket (close())

TCP Socket - Client Side

 Create stream socket (socket()) and connect to relevant server – IP & Port No

 Get Input and Output streams for communicating over socket

Send and Receive data from the server

Close TCP connection and Socket (close())

Example - TCPClientDemo

```
import java.io.*;
                                     DataInputStream dis=new
                                     DataInputStream(is);
import java.util.*;import
java.net.*;
                                     int i=dis.readInt();
                                    System.out.println("Random
class TCPClientDemo {
                                     Value from Server is "+i);
public static void main(String
                                     s.close();
args[])
{try
                                     catch(Exception e) {
                                     System.out.println(e);
String server=args[0];
int port=Integer.parseInt(args[1]);
Socket s=new Socket(server,port);
InputStream
is=s.getInputStream();
```

Example - TCPServerDemo

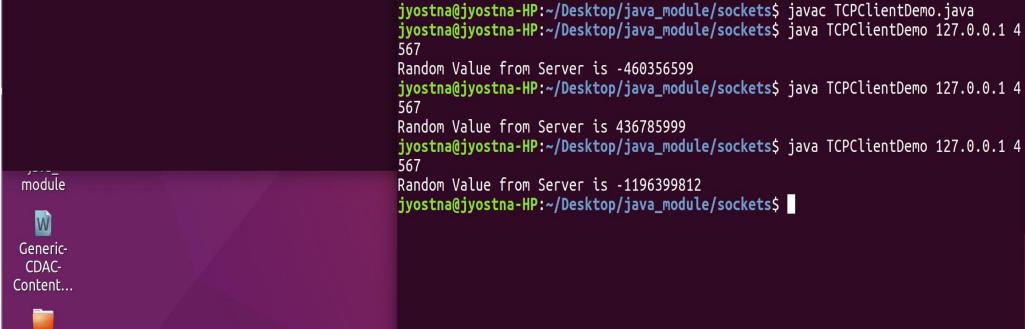
```
import java.io.*;
                                 while(true)
import java.net.*;
import java.util.*;
                                 Socket s=ss.accept();
class TCPServerDemo
                                 OutputStream
                                 os=s.getOutputStream();
public static void main(String
                                 DataOutputStream dos=new
args[])
                                 DataOutputStream(os);
                                 dos.writeInt(random.nextInt());
Try {
                                 s.close();
int port
                                 }}
=Integer.parseInt(args[0]);
                                 catch(Exception e)
Random random=new
Random();
                                 System.out.println("Exception: "+e);
ServerSocket ss=new
                                 }}}
ServerSocket(port);
```

Brazil_Trip

Old Firefox

Data

imp_docs



postna@jyostna-HP: ~/Desktop/java_module/sockets

Class DatagramSocket

DatagramSocket(int port)

Create DatagramSocket object with port number

Methods

- void receive(DatagramPacket packet) –
- send(DatagramPacket packet) –
- void close() –

Class DatagramPacket

DatagramPacket

 A class that represents a datagram packet containing packet data, packet length, internet addresses and port

Methods

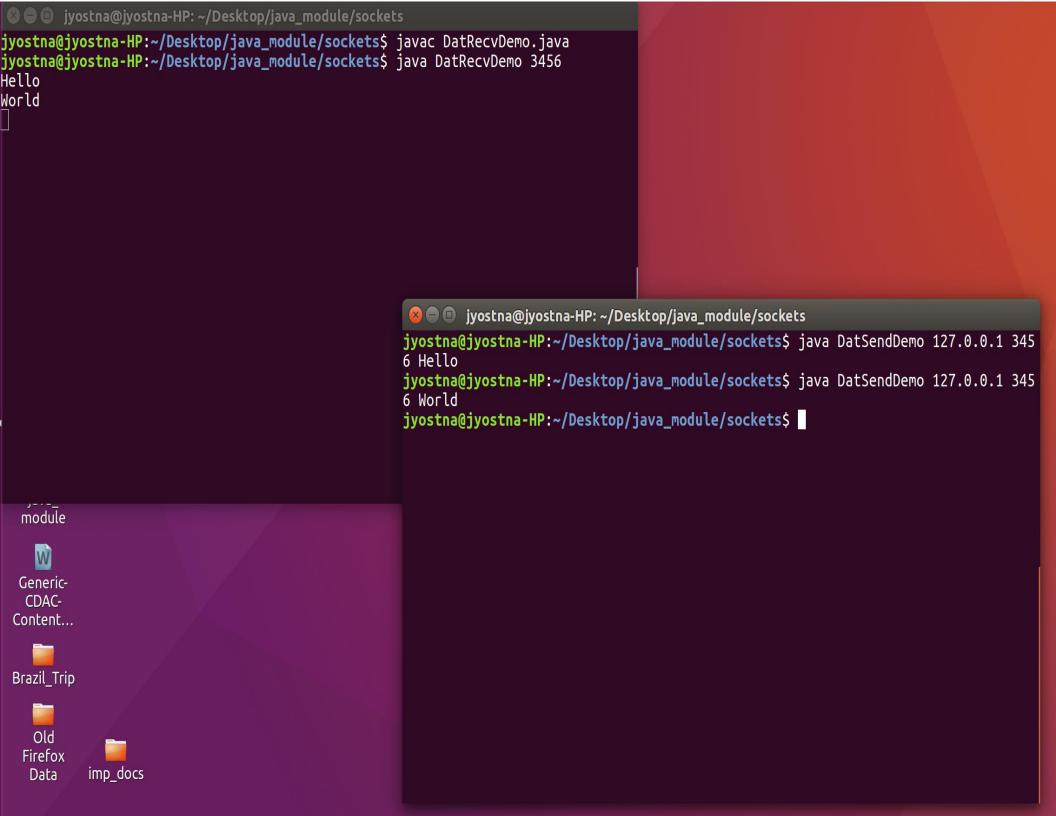
- <u>DatagramPacket</u>(byte[], int) This constructor is used to create
 a DatagramPacket object used for receiving datagrams
- DatagramPacket(byte[], int, InetAddress, int) This constructor is used construct the DatagramPacket to be sent

UDP Socket - DatSendDemo

```
import java.io.*;
                                    byte
import java.util.*;
                                    buffer[]=args[2].getBytes();
import java.net.*;
                                    DatagramPacket dp=new
class DatSendDemo {
                                    DatagramPacket(buffer,buffer.
public static void main(String
                                    length, ia, port);
args[]){
                                    ds.send(dp);
try{
InetAddress
                                   catch(Exception e)
ia=InetAddress.getByName(ar
gs[0]);
                                    e.printStackTrace();
int
port=Integer.parseInt(args[1]);
DatagramSocket ds=new
DatagramSocket();
```

UDP Socket - DatRecvDemo

```
import java.io.*;
                                     byte buffer[]=new
                                     byte[BUFSIZE];
import java.util.*;
                                     while(true)
import java.net.*;
class DatRecvDemo {
                                     DatagramPacket dp=new
private final static int
                                     DatagramPacket(buffer,buffer.len
BUFSIZE=20;
                                     gth);
public static void main(String
                                     ds.receive(dp);
args[])
                                     String str=new
                                     String(dp.getData());
Try {
                                     System.out.println(str);
int port
                                     } }
=Integer.parseInt(args[0]);
                                     catch(Exception e)
DatagramSocket ds=new
DatagramSocket(port);
                                     { System.out.println(e);
                                     }}}
```



URL Class - Demo 1

```
import java.io.*;
import java.net.*;
public class URLD
public static void main(String[] args)
Try
URL url=new URL("https://www.microsoft.com:80/index.html");
System.out.println("Protocol: "+ url.getProtocol());
System.out.println("Host Name: "+ url.getHost());
System.out.println("Port Number: "+ url.getPort());
catch(Exception e)
System.out.println(e);
```

URL Class – Demo 1 Output

```
jyostna@jyostna-HP: ~/Desktop/java_module/sockets
jyostna@jyostna-HP:~/Desktop/java_module/sockets$ javac URLD.java
jyostna@jyostna-HP:~/Desktop/java_module/sockets$ java URLD
Protocol: https
Host Name: www.microsoft.com
Port Number: 80
jyostna@jyostna-HP:~/Desktop/java_module/sockets$
```

URL Class - Demo 2

```
import java.io.*;
import java.net.*;
class URLDemo
public static void main(String args[]) {
Try
URL url=new URL(args[0]);
InputStream is=url.openStream();
byte buffer[]=new byte[1024];
int i;
while((i=is.read(buffer)) != -1) { System.out.write(buffer,0,i);}
catch(Exception e){System.out.println(e);
}}}
```

```
e="2uxBn0779H4/nIGLBX6epg==">(function(){window.google={kEI:'kykoX4C0AcKamgen8JGQDQ',kEXPI:'0,202123,3,4,32,1151585,5662,730,224,5105,206,3204
,10,1327,1329,1329,1197787,1120582,1197787,1120582,1197787,1238,1246,5,11935,471,1314,3,370,680,90,193,865,116,104,342,7,1120582,1197787,410,329020,13727,4855,
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277,217,207,207,430,325,427,430,463,6,29,410,307,215,205,205,205,205,205,205,205,205,759,6,153,122,3,53,1370,222,1,152,504,205,215,214,23,46,8,170,145,758,96,127,430,280,63,529,28,14
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e.lc=[];google.li=0;google.getEI=function(a){for(var c;a&&(!a.getAttribute||!(c=a.getAttribute("eid")));)a=a.parentNode;return c||google.kEI};
google.getLEI=function(a){for(var c=null;a&&(!a.getAttribute||!(c=a.getAttribute("leid")));)a=a.parentNode;return c};google.ml=function(){retu
rn null\}; google.time=function()\{return Date.now()\}; google.log=function(a,c,b,d,g)\{if(b=google.logUrl(a,c,b,d,g))\{a=new Image; var e=google.lc,f
=google.li;e[f]=a;a.onerror=a.onload=a.onabort=function(){delete e[f]};google.vel&&google.vel.lu&&google.vel.lu(b);a.src=b;google.li=f+1}};goo
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i&ct="+a+"&cad="+c+e+f+"&zx="+google.time()+d;/^http:/i.test(b)&&"https:"==window.location.protocol&&(google.ml(Error("a"),!1,{src:b,glmm:1}),
b=""); return b}; b}). call(this); (function() {google.y={}; google.x=function(a,b){if(a)var c=a.id;else{do c=Math.random();while(google.y[c])} google
.v[c]=[a,b];return!1};google.lm=[];google.plm=function(a){google.lm.push.applv(google.lm,a)};google.lg=[];google.load=function(a,b,c){google.l
q.push([[a],b,c])};google.loadAll=function(a,b){google.lq.push([a,b])};}).call(this);google.f={};(function(){
document.documentElement.addEventListener("submit",function(b){var a;if(a=b.target){var c=a.getAttribute("data-submitfalse");a="1"==c||"q"==c&
&!a.elements.q.value?!0:!1}else a=!1;a&&(b.preventDefault(),b.stopPropagation())},!0);document.documentElement.addEventListener("click",functi
on(b){var a;a:{for(a=b.target;a&&a!=document.documentElement;a=a.parentElement)if("A"==a.tagName){a="1"==a.getAttribute("data-nohref");break a
}a=!1}a&&b.preventDefault()},!0);}).call(this);
var = window.location, b=a.href.index0f("#"); if(0 <= b){var c=a.href.substring(b+1);/(^|&)q=/.test(c)&&-1==c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("#")&&a.replace("/search?"+c.index0f("/search?"+c.index0f("/search?"+c.index0f("/search?"+c.index0f("/search?"+c.index0f("/search?"+c.index0f("/search?"+c.index0f("/search?"+c.index0f("/search?"+c.index0f("/search?"+c.index0f("/search?"+c.index0f("/search?"+c.i
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ing-bottom:7px !important;text-align:right}.gbh,.gbd{border-top:1px solid #c9d7f1;font-size:1px}.gbh{height:0;position:absolute;top:24px;width
:100%}@media all{.gb1{height:22px;margin-right:.5em;vertical-align:top}#gbar{float:left}}a.gb1,a.gb4{text-decoration:underline !important}a.gb
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"Content-Type"><meta content="/images/branding/googleg/1x/googleg standard color 128dp.png" itemprop="image"><title>Google</title><script nonc

jyostna@jyostna-HP:~/Desktop/java_module/sockets\$ javac URLDemo.java

jyostna@jyostna-HP:~/Desktop/java_module/sockets\$ java URLDemo https://www.google.com

Thank You