User manual for java Socket assignment

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Part 1: installation

Step 1. download the folder containing the Java programs at https://nam05.safelinks.protection.outlook.com/?url=https%3A%2F%2Fgithub.com%2Forange-cake%2FSocketProgramming&data=02%7C01%7Cichar2%40brockport.edu%7C2ac866c16e4f408ba0f108d6c1f3c6f9%7C696ec4990f244fd9b691252a2884ef3b%7C0%7C0%7C636909650092027470&sdata=v5t279tqB6UdIgkTpM7mJz5G78s0mkVwOAAVbeC8UDE%3D&reserved=0

Step 2. Compile the driver you plan to use, palindromecheckerserver or palindromecheckerclient. *Warning, make sure that the version of jdk you are using to compile is within the range of your java runtime environment, otherwise you may have to alter the settings of your operating system to point to the bin of the jdk, which opens up the possibility of damaging mistakes.*

Step 3. Confirm the creation of the class files for either palindromecheckerserver or palindromecheckerclient
Congratulations, the program is ready for use

Part 2 : Using the server program

Step 1. Make sure that the port you plan to have the client connect to is open, otherwise even if the server is running the port will reject the client

Step 2. Open the command line of your computer.

Step 3. Navigate to the folder containing your complied, Serverdriver

Step 4. Run the Server program, to do do you may need to use a command, on Linux and Windows this is, java PalindromeCheckerServer #, with # being the number of the port you have opened and are awaiting the client on, additional options that can be added onto the call are -time to set a period after which the program will shut down it no input is made, -t enables log timestamps, and -v enables more detailed logs.

Congratulations, The program is running and awaiting the connection of the client program.

Part 3: Using the client program

Step 1. Open the command line of your computer.

Step 2. Navigate to the folder containing your complied, Serverdriver

Step 3. Run the program, in Windows and Linux the command would be
java PalindromeCheckerClient * #
With * being the IP address of the server and # being the port number to connect to. To end the session just send END , additional options are -t and -v for timestamps and more detailed logs and -delim which allows you to set your own value to end the session.
-delim example

Congratulations, you should be connected and able to send messages to be checked, there server will check what you send and let you know if it is a palindrome.

Testing the programs

Once you have connected the client and server, you can test the program by entering the following set of statements. And getting the response in the parentheses

Acrobats stab orca (is a palindrome)

poor guy dump (is not a palindrome)

23454032 (is not a palindrome)

A man, a plan, a cat, a ham, a yak, a yam, a hat, a canal-Panama (is a palindrome)

As I pee, sir, I see Pisa (is a palindrome)

Air an aria. (is a palindrome)

123454321 (is a palindrome)

Was it a car or a cat I saw (is a palindrome)

If all of these are correct, then congratulations, the programs are running correctly. if not first check to make sure you did not miss-enter one, if you did not then try downloading and compiling the code again in case something went wrong