

Socket Examples

Prof. Drake's [Networking and Sockets](#) page

The following are some simple TCP socket examples.

- This client/server pair runs a simple TCP socket program as an Echo Server that only allows one client to connect to the server.
 - [EchoClient.java](#)
 - [EchoServer.java](#)
- This client/server pair improves on the previous Echo Server that allows multiple clients to connect to the server.
 - [EchoClient2.java](#)
 - [EchoServer2.java](#)
- This server improves on the previous Echo Server since it allows the "connection thread" of the server to stop executing via a command sent from the client.
 - [EchoServer2b.java](#)
- This server improves on the previous Echo Server since it uses a time out on the server's connection TCP socket to continuously check if it should stop the "connection thread" of the server from executing.
 - [EchoServer2c.java](#)
- This example shows how to send an object across a TCP socket by serializing a class.
 - [SerialClient.java](#)
 - [SerialServer.java](#)
 - [Point2d.java](#)
 - [Point3d.java](#)
- This is an example of an extremely simple web server. The client is a web browser.
 - [WebServer.java](#)

The following are some simple UDP socket examples.

- This client/server pair runs a simple UDP socket program as an Echo/Uppercase Server that only allows the client to send one message to the server.
 - [UDPClient.java](#)
 - [UDPServer.java](#)
- This client sends multiple messages to the Echo/Uppercase Server to check if packets get dropped.
 - [UDPClient2.java](#)
- This program scans the UDP ports on the local machine to see if they are being used.
 - [UDPPortScanner.java](#)

These examples were written very quickly and currently are under-commented.