CO324 Lab 02

Sockets and Message Framing in Transmission Control Protocol (TCP)

Exercise 02: Note the way the try block is opened. What is the advantage of this method over the normal way we open a try block?

Normally after using the socket and bufferedRader we close them at the end of the program. In this code sockets and the bufferedReaders are created inside the try block. The advantage of this way is at the end of the program we do not need to close them manually using socket.close() and bufferedReader.close(). It will automatically close them at the end of the try block.

Exercise 03: Compile and run the given code. FrameServer.java and FrameClient.java. Explain what will happen if the client did not append the delimiter at the end of the message. And what will happen if the user decided to have a dash (-) character in one of the messages entered.

Always client program read the message from the command line and add the delimiter to the end. If the client did not append the delimiter at the end of the message, and send them to the server, at the server side does not print anything. Server always looking for the dash(-) delimiter.

But if user add dash(-) in one of the messages entered, then server print them all the messages which is sent by the client separately.

Exercise 04: What is the delimiter used for framing in the following code?

Space is the delimiter here.