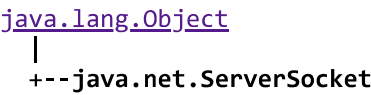


Class java.net.ServerSocket



public class **ServerSocket**
extends [Object](#)

This class implements server sockets. A server socket waits for requests to come in over the network. It performs some operation based on that request, and then possibly returns a result to the requester.

The actual work of the server socket is performed by an instance of the `SocketImpl` class. An application can change the socket factory that creates the socket implementation to configure itself to create sockets appropriate to the local firewall.

Since:
JDK1.0

See Also:
[SocketImpl](#), [setSocketFactory\(java.net.SocketImplFactory\)](#).

Constructor Summary	
ServerSocket	<code>(int port, int backlog, InetAddress bindAddr)</code> Create a server with the specified port, listen backlog, and local IP address to bind to.
ServerSocket	<code>(int port, int backlog)</code> Creates a server socket and binds it to the specified local port number.
ServerSocket	<code>(int port)</code> Creates a server socket on a specified port.

Method Summary	
Socket	accept() Listens for a connection to be made to this socket and accepts it.
void	close() Closes this socket.
InetAddress	getInetAddress() Returns the local address of this server socket.
int	getLocalPort() Returns the port on which this socket is listening.
int	getSoTimeout() Retrive setting for SO_TIMEOUT. 0 returns implies that the option is disabled (i.e.
protected void	implAccept(Socket s) Subclasses of ServerSocket use this method to override accept() to return their own subclass of socket.

static void	setSocketFactory (SocketImplFactory fac) Sets the server socket implementation factory for the application.
void	setSoTimeout (int timeout) Enable/disable SO_TIMEOUT with the specified timeout, in milliseconds.
String	toString () Returns the implementation address and implementation port of this socket as a String.

Methods inherited from class [java.lang.Object](#)

[clone](#) , [equals](#) , [finalize](#) , [getClass](#) , [hashCode](#) , [notify](#) , [notifyAll](#) , [wait](#) , [wait](#) , [wait](#)

Constructor Detail

ServerSocket

```
public ServerSocket(int port)
    throws IOException
```

Creates a server socket on a specified port. A port of 0 creates a socket on any free port.

The maximum queue length for incoming connection indications (a request to connect) is set to 50. If a connection indication arrives when the queue is full, the connection is refused.

If the application has specified a server socket factory, that factory's `createSocketImpl` method is called to create the actual socket implementation. Otherwise a "plain" socket is created.

Parameters:

port - the port number, or 0 to use any free port.

Throws:

[IOException](#) - if an I/O error occurs when opening the socket.

See Also:

[SocketImpl](#), [SocketImplFactory.createSocketImpl\(\)](#),
[setSocketFactory\(java.net.SocketImplFactory\)](#)

ServerSocket

```
public ServerSocket(int port,
    int backlog)
    throws IOException
```

Creates a server socket and binds it to the specified local port number. A port number of 0 creates a socket on any free port.

The maximum queue length for incoming connection indications (a request to connect) is set to the backlog parameter. If a connection indication arrives when the queue is full, the connection is refused.

If the application has specified a server socket factory, that factory's `createSocketImpl` method is called to create the actual socket implementation. Otherwise a "plain" socket is created.

Parameters:

port - the specified port, or 0 to use any free port.

backlog - the maximum length of the queue.

Throws:

[IOException](#) - if an I/O error occurs when opening the socket.

See Also:

[SocketImpl](#), [SocketImplFactory.createSocketImpl\(\)](#),
[setSocketFactory\(java.net.SocketImplFactory\)](#).

ServerSocket

```
public ServerSocket(int port,  
                    int backlog,  
                    InetAddress bindAddr)  
    throws IOException
```

Create a server with the specified port, listen backlog, and local IP address to bind to. The *bindAddr* argument can be used on a multi-homed host for a `ServerSocket` that will only accept connect requests to one of its addresses. If *bindAddr* is null, it will default accepting connections on any/all local addresses. The port must be between 0 and 65535, inclusive.

Parameters:

port - the local TCP port
backlog - the listen backlog
bindAddr - the local `InetAddress` the server will bind to

See Also:

`SocketConstants`, `SocketOption`, [SocketImpl](#), JDK1.1

Method Detail

`getInetAddress`

```
public InetAddress getInetAddress()
```

Returns the local address of this server socket.

Returns:

the address to which this socket is connected, or null if the socket is not yet connected.

`getLocalPort`

```
public int getLocalPort()
```

Returns the port on which this socket is listening.

Returns:

the port number to which this socket is listening.

`accept`

```
public Socket accept()  
    throws IOException
```

Listens for a connection to be made to this socket and accepts it. The method blocks until a connection is made.

Throws:

[IOException](#) - if an I/O error occurs when waiting for a connection.

implAccept

protected final void **implAccept**([Socket](#) s)
throws [IOException](#)

Subclasses of `ServerSocket` use this method to override `accept()` to return their own subclass of socket. So a `FooServerSocket` will typically hand this method an *empty* `FooSocket()`. On return from `implAccept` the `FooSocket` will be connected to a client.

Since:

JDK1.1

close

public void **close**()
throws [IOException](#)

Closes this socket.

Throws:

[IOException](#) - if an I/O error occurs when closing the socket.

setSoTimeout

public void **setSoTimeout**(int timeout)
throws [SocketException](#)

Enable/disable `SO_TIMEOUT` with the specified timeout, in milliseconds. With this option set to a non-zero timeout, a call to `accept()` for this `ServerSocket` will block for only this amount of time. If the timeout expires, a **`java.io.InterruptedIOException`** is raised, though the `ServerSocket` is still valid. The option **must** be enabled prior to entering the blocking operation to have effect. The timeout must be > 0 . A timeout of zero is interpreted as an infinite timeout.

Since:

JDK1.1

getSoTimeout

public int **getSoTimeout**()
throws [IOException](#)

Retrieve setting for `SO_TIMEOUT`. 0 returns implies that the option is disabled (i.e., timeout of infinity).

Since:

JDK1.1

toString

public [String](#) **toString**()

Returns the implementation address and implementation port of this socket as a `String`.

Returns:

a string representation of this socket.

Overrides:

[toString](#) in class [Object](#)

setSocketFactory

```
public static void setSocketFactory(SocketImplFactory fac)
                                throws IOException
```

Sets the server socket implementation factory for the application. The factory can be specified only once.

When an application creates a new server socket, the socket implementation factory's `createSocketImpl` method is called to create the actual socket implementation.

Parameters:

fac - the desired factory.

Throws:

[IOException](#) - if an I/O error occurs when setting the socket factory.

[SocketException](#) - if the factory has already been defined.

See Also:

[SocketImplFactory.createSocketImpl\(\)](#)

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