Notes on TCP Socket Server

In config.java

1. @WebListener

* It has the “ ServletContextListener ” class that is used to make use of the starting and ending life cycles of the servlet.
* Now we know that every servlet has 3 parts in its life cycle (init , service, destroy )
* In each of these parts of the life cycle we can specify or code what has to be done at the beginning or at the end or during the servlet execution.
* Methods present are “ contextInitialized “ and “contextDestroyed” in **ServletContextListener** class, these methods receive notification about the starting or ending of a servlet.

In TCPServer.java

Sub Classes

“ ServerThread “ => which is used for enabling multithreading in this program.

* The main class has METHODS :

1. “ tcpReadWrite() “
2. “ stopServer()”

* The Sub Class has Methods:

1. “ sendResponse() ” // not used at the moment
2. “ bytesToHex() “
3. Void Run method for the THREAD.

Used the “ jettison.jar “ library to access the data that is got in json file format.