package socket.test1;

import java.io.\*;

import java.net.\*;

public class ImageServer {

public static void main(String[] args) {

try {

ServerSocket server = new ServerSocket(8008);

String imageName = "Koala.png";

String inputDir = "socket/test1/";

while (true) {

System.out.println("server is waiting for connection request from clients");

Socket s = server.accept();

BufferedReader in = new BufferedReader(new InputStreamReader(

s.getInputStream()));

DataOutputStream out = new DataOutputStream (s.getOutputStream());

/\* Detailed requirement below\*/

//Step one: check the picture name sent from the client,

String clientInput;

while((clientInput = in.readLine()) != null){

System.out.println("[SERVER] received: " + clientInput);

// if the picture name equals "Koala.jpg", go to step two, otherwise go to step three

Boolean clientReqMatch = clientInput.equals(imageName);

//Step two, read the picture "Koala.jpg" from the local disk, and send the content back to the client.

if(clientReqMatch){

// init image as file

String imageNamePath = inputDir + clientInput;

File imageFile = new File(imageNamePath);

if(!imageFile.exists()){

throw new Exception("Failed to load image as File object.");

}

// read bytes from file

FileInputStream fis = new FileInputStream(imageFile);

byte[] imageData = new byte[(int) imageFile.length()];

fis.read(imageData);

fis.close();

// send the image bytes

out.writeChar('C');

out.writeInt(imageData.length);

out.write(imageData);

out.flush();

System.out.println("[SERVER] sending bytes: " + imageData.length + " : for image: " + clientInput);

}

//step three, then reply to the client with "Sorry, no such picture",

else{

String resMessage = "Sorry, no such picture as " + clientInput;

out.writeChar('M');

out.writeUTF(resMessage);

out.flush();

System.out.println("[SERVER] sending error msg: " + resMessage);

}

break;

}

//step four, close the input/output streams, close the socket.

in.close();

out.close();

s.close();

}

} catch (Exception e) { e.printStackTrace(); }

}

}