

Chapter -3

URLs and URIs

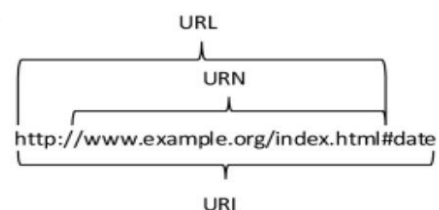
(5 Hours)

Contents

- **URIs:** URLs and Relative URLs
- **The URL Class:** Creating New URLs, Retrieving Data From a URL, Splitting a URL into Pieces, Equality & Comparison and Conversion
- **The URI Class:** Constructing a URI, The Parts of the URI, Resolving Relative URIs, Equality & Comparison and String Representation
- **x-www-form-urlencoded:** URL Encoder and URL Decoder
- **Proxies:** System Properties, The ProxyClass and The ProxySelector Class
- Communicating with Server-Side Programs Through GET
- **Accessing Password-Protected Sites:** The Authenticator Class, The Password Authentication Class and The JPasswordField Class

URLs

- The **URL** class is the simplest way for a Java program to **locate and retrieve data from the network**.
- We do not need to worry about the details of the protocol being used, the **format of the data being retrieved, or how to communicate with the server**; simply tell Java the URL and it gets the data



URL Class

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- URL Class represents a Uniform Resource Locator, a pointer to a “resource” on the world wide web.
- **Absolute URL:** contains all of the information necessary to reach the resource.

E.g. /about

- **Relative URL:** contains only enough information to reach the resource relative to (or in the context) another URL.

E.g. <http://www.example.com/about>

Components of URL

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- **Protocol:** HTTP is the protocol here
- **Hostname:** Name of the machine on which the resource lives.
- **File Name:** The path name to the file on the machine.
- **Port Number:** Port number to which to connect (typically optional).

http://www.studytonight.com:80/index.html

protocol hostname portnumber file name

The diagram illustrates the components of the URL http://www.studytonight.com:80/index.html. Four upward-pointing arrows connect the labels 'protocol', 'hostname', 'portnumber', and 'file name' to their respective parts in the URL: 'http' for protocol, 'www.studytonight.com' for hostname, ':80' for portnumber, and 'index.html' for file name.

<http://www.ambition.edu.np/notices/entrance.pdf>

- **Base URL**

<http://www.ambition.edu.np/notices/>

- **Relative URL String**

[entrance.pdf](#)

- **Resolved URL**

<http://www.ambition.edu.np/notices/entrance.pdf>

In JAVA

```
import java.net.*;
```

```
String baseURLStr = "http://www.ietf.org/rfc/rfc3986.txt";
```

```
String relativeURLStr = "rfc2732.txt";
```

```
URL baseURL = new URL(baseURLStr);
```

```
URL resolvedRelativeURL = new URL(baseURL, relativeURLStr);
```

```
System.out.println("Base URL:" + baseURL);
```

```
System.out.println("Relative URL String:" + relativeURLStr);
```

```
System.out.println("Resolved Relative URL:" + resolvedRelativeURL);
```

Creating URL

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(a) creates a URL with string url representation

- URL url1 = new
URL("<https://www.google.com/search?q=computer+engineer&sclient=gws-wiz>");

(b) creates a URL with a protocol, hostname, and path

- URL url2 = new URL("http", "[www.google.com](http://www.google.com/contact/)", "/contact/");

(b) creates a URL with a protocol, hostname, port and path

- URL url2 = new URL("http", "www.google.com", 8008, "/contact/");

(b) creates a URL with a url and string relative

- URL u1 = new URL("<http://www.ibiblio.org/javafaq/index.html>");
- URL u2 = new URL (u1, "[mailinglists.html](http://www.ibiblio.org/javafaq/index.html#mailinglists.html)");

Constructing a URL from a string

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Which protocols does a virtual machine support?

```
try {  
    URL u1 = new URL("http://www.ambition.edu.np/");  
    System.out.println(u1.getProtocol()); // http  
    URL u2 = new URL("verbatim:http://www.adc.org/");  
    System.out.println(u2.getProtocol()); // error  
}  
catch (MalformedURLException ex) {  
    System.err.println(ex);  
}
```

Methods that retrieve data from a URL

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- `public InputStream openStream()`: connects to the resource referenced by the URL, performs any necessary handshaking between the client and the server, and returns an Input Stream from which data can be read.
- `public URLConnection openConnection()`: opens a socket to the specified URL and returns a URLConnection object.
- `public Object getContent()`: method retrieves the data referenced by the URL and tries to make it into some type of object.

openStream()

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- `public final InputStream openStream()` throws IOException

```
try {
    URL u = new URL("http://www.tufohss.edu.np");
    InputStream in = u.openStream();
    int c;
    while ((c = in.read()) != -1)
        System.out.write(c);
    in.close();
} catch (IOException ex) {
    System.err.println(ex);
}
```


openConnection()

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- **public URLConnection openConnection()** throws IOException

```
try {
    URL u = new URL("http://www.tufohss.edu.np");
    try {
        URLConnection uc = u.openConnection();
        InputStream in = uc.getInputStream();
        // read from the connection...
    } catch (IOException ex) {
        System.err.println(ex);
    }
} catch (MalformedURLException ex) {
    System.err.println(ex);
}
```

getContent()

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- **public final Object getContent()** throws IOException

```
try {
    URL u = new URL("http://www.oreilly.com/graphics_new/animation.gif");
    Object o = u.getContent();
    System.out.println("I got a " + o.getClass().getName());
} catch (MalformedURLException ex) {
    System.err.println(args[0] + " is not a parseable URL");
} catch (IOException ex) {
    System.err.println(ex);
}
```

Retrieving Data From a URL

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- Now, create a **new URL object** and pass the desired URL that we want to access.
`URL url = new URL(theUrl);`
- Now, using this url object, create a **URLConnection object**.
`URLConnection urlConnection = url.openConnection();`
- Use the **InputStreamReader and BufferedReader** to read from the URL connection. `BufferedReader bufferedReader = new BufferedReader(new InputStreamReader(urlConnection.getInputStream()));`
- The **readLine method** of `BufferedReader` returns a String that we can access. If this string is null, it means we have reached the end of the document. `while ((line = bufferedReader.readLine()) != null)`
- Now, **Append the string series** that we have received as output from the URL to your `StringBuilder` object. `content.append(line + "\n");`
- print **output**: `content.toString();`

Example:

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```
URL url = new URL(theUrl); // creating a url object
URLConnection urlConnection = url.openConnection(); // creating a urlconnection object

// wrapping the urlconnection in a bufferedreader
BufferedReader bufferedReader = new BufferedReader(new InputStreamReader( urlConnection.getInputStream()));
String line;

// reading from the urlconnection using the bufferedreader
while ((line = bufferedReader.readLine()) != null)
{
    content.append(line + "\n");
}
bufferedReader.close();
System.out.println(content.toString());
```

Splitting a URL into Pieces

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URLs are composed of **FIVE pieces**:

- The scheme, also known as the protocol
- The authority
- The path
- The fragment identifier, also known as the section or ref
- The query string

E.g.

<http://www.ibiblio.org:8080/javafaq/books/jnp/index.html? isbn=1565922069#toc>

scheme = http,

authority = www.ibiblio.org:8080,

path = /javafaq/books/jnp/index.html, fragment identifier = toc,

query string = isbn=1565922069

Methods to access pieces

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- Read-only access to these parts of a URL is provided by nine public methods:
- `getFile()`, `getHost()`, `getPort()`, `getProtocol()`, `getRef()`, `getQuery()`, `getPath()`, `getUserInfo()`, and `getAuthority()`.

Example: Splitting a URL into Pieces

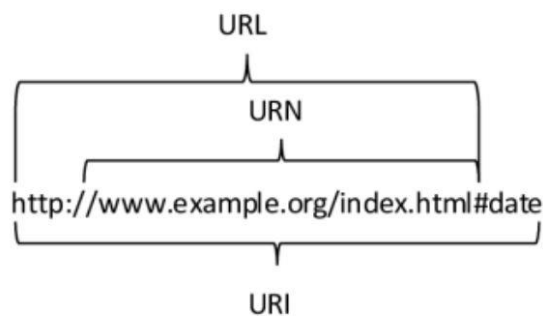
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```
URL u = new URL("http://www.ibiblio.org/wc/compositions.phtml?category=Piano");
System.out.println("The URL is " + u); // http://www.ibiblio.org/wc/compositions.phtml?category=Piano
System.out.println("The scheme is " + u.getProtocol()); //http
System.out.println("The user info is " + u.getUserInfo()); //null
String host = u.getHost();
if (host != null) {
    int atSign = host.indexOf('@');
    if (atSign != -1) host = host.substring(atSign+1);
    System.out.println("The host is " + host); //www.ibiblio.org
} else {
    System.out.println("The host is null.");
}
System.out.println("The port is " + u.getPort()); //-1
System.out.println("The path is " + u.getPath()); //wc/compositions.phtml
System.out.println("The ref is " + u.getRef()); //null
System.out.println("The query string is " + u.getQuery()); //Piano
```

URI Class

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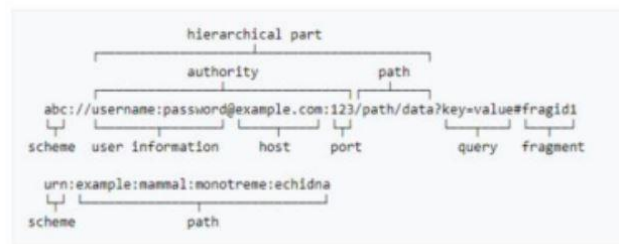
- A Uniform Resource Identifier (URI) is a sequence of characters used for **identification of a particular resource**.
- It enables for the interaction of the representation of the resource over the network using specific protocols.



URI Constructors

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- **URI(String str)** : Constructs a URI object by parsing the specified string.
- **URI(String scheme, String ssp, String fragment)** A component may be left undefined by passing null. Initially the result string is empty. If scheme is not null it is appended.
- **URI(String scheme, String userInfo, String host, int port, String path, String query, String fragment)**
- **URI(String scheme, String host, String path, String fragment)**
- **URI(String scheme, String authority, String path, String query, String fragment)**
 - **scheme** : string representing scheme
 - **userInfo** : userinfo of URI
 - **host** : host component of URI
 - **port** : listening port number
 - **path** : path of URI
 - **query** : String representing the query part
 - **fragment** : optional fragment



Constructing URI

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// Constructor to create a new URI by parsing the string

```
String uri = "http://www.ibiblio.org";
```

```
URI uriBase = new URI(uri);
```

// create() method

```
URI uriBase = URI.create(uri);
```

Resolving Relative URIs

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```
String uribase = "https://www.test.org/";
String urirelative = "languages/../java";
URI uriBase = new URI(uribase);

// create() method
URI uri = URI.create(str);
// toString() method
System.out.println("Base URI = " + uriBase.toString()); //https://www.test.org/

URI uriRelative = new URI(urirelative);
System.out.println("Relative URI = " + uriRelative.toString()); //languages/../java

// resolve() method
URI uriResolved = uriBase.resolve(uriRelative);
System.out.println("Resolved URI = " + uriResolved.toString()) //https://www.geeksforgeeks.org/java
https://www.geeksforgeeks.org/java-net-uri-class-java/
```

URL Encoder

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- **Java.net.URLEncoder**
- This class is a utility class for HTML form encoding.
- Encoding makes the form of URL more reliable and secure.
- When the user request is triggered by a get method, the form parameters and their values are appended at the end of URL after a '?' sign.

Example

bca@network programming => bca%40network+programming

Rules when encoding a string

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- Alphanumeric characters and certain special characters such as '*', '_', '-' and '.' remains **unchanged**.
- **Spaces** are converted into '+' signs.
- All other characters are encoded by one or more bytes using the encoding scheme specified. They are converted in a three character string of the form %xy, where xy represents the hexadecimal representation of the encoding character.

Example

bca@ambition academy => bca%40ambition+academy

Method: **encode()**

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(a) Syntax : `public static String encode(String s)`

Parameters :

s : String to be encoded

```
URLEncoder.encode("hello world", "UTF-8")
```

(b) Syntax : `public static String encode(String s, String enc)`

Parameters :

s : string to be encoded

enc : encoding to be used e.g. UTF-8

```
URLEncoder.encode("hello world", "UTF-8")
```

Example Code

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```
// base URL
String baseUrl = "https://www.ambition.edu.np?q=";

// String to be encoded
String query = "info@gmail for bca";

System.out.println("URL without encoding :");
URL url = new URL(baseUrl + query);
System.out.println(url);

// encode() method
System.out.println("URL after encoding :");
url = new URL(baseUrl + URLEncoder.encode(query, "UTF-8"));
System.out.println(url);
```

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URL Decoder

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- **Java.net.URLDecoder class**
- utility class for HTML form decoding.
- It just performs the reverse of what URLEncoder class do, i.e. given an encoded string, it decodes it using the scheme specified.

Example

bca%40network+programming => bca@network programming

Steps while decoding the strings

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- Alphanumeric characters and certain special characters such as '*', '_', '-' and '.' remains unchanged.
- '+' signs are converted into spaces.
- All other characters are decoded using the encoding scheme specified. The string of the form %xy, is converted to the character whose encoding would have resulted in this three character representation.

Example

bca%40ambition+academy => bca@ambition academy

decode()

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(a) Syntax : `public static String decode(String s)`

Parameters :

s : encoded string to be decoded

`URLDecoder.decode("hello+world")`

(b) Syntax : `public static String decode(String s, String enc)`

Parameters :

s : string to be decoded

enc : encoding to be used e.g. UTF-8

`URLDecoder.decode("hello+world", "UTF-8")`

Example Code

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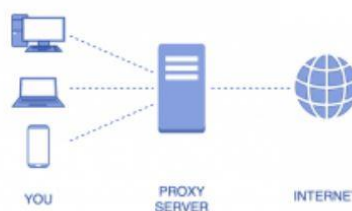
```
// encoded string
String encodedString = "info%40gmail+for+bca";
System.out.println("Encoded String :");
System.out.println(encodedString);

// decode() method
System.out.println("Decoded String :");
System.out.println(URLEncoder.decode(encodedString, "UTF-8"));
```

Proxies

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- Proxy means **‘in place of’**, representing’ or **‘in place of’** or **‘on behalf of’**
- A real world example can be a cheque or credit card is a proxy for what is in our bank account.
- Proxy pattern does – **“Controls and manage access to the object they are protecting”**.



System Properties

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- For basic operations, all you have to do is set a few system properties to point to the addresses of your local proxy servers.
- If you are using a **HTTP proxy**, set `http.proxyHost` to the domain name or the IP address of your proxy server and `http.proxyPort` to the port of the proxy server (the default is 80).
- `System.setProperty("http.proxyHost", "192.168.254.254");`
- `System.setProperty("http.proxyPort", "9000");`
- `System.setProperty("http.nonProxyHosts", "java.oreilly.com|xml.oreilly.com");`

Proxy Class

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- The Proxy class allows more fine-grained control of proxy servers from within a Java program.
- Specifically, it allows you to choose different proxy servers for different remote hosts.
- The proxies themselves are represented by instances of the `java.net.Proxy` class.
- **Example:**

```
SocketAddress address = new InetSocketAddress("proxy.example.com", 80);  
Proxy proxy = new Proxy(Proxy.Type.HTTP, address);
```

Proxy Selector

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- Each running virtual machine has a single `java.net.ProxySelector` object it uses to *locate the proxy server for different connections*
- To change the Proxy Selector, pass the new selector to the static `ProxySelector.setDefault()` method, like so:

```
ProxySelector selector = new LocalProxySelector(); // returns list of proxies  
ProxySelector.setDefault(selector);
```

Communicating with Server-Side Programs Through GET

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- The URL class makes it easy for Java applets and applications to **communicate with serverside programs** such as CGI's, servlets, PHP pages, and others that use the GET method.

```
<form name="search" action="http://www.google.com/search" method="get">  
    <input name="q" />  
    <input type="submit" value="Search" />  
</form>
```

Basic Syntax

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`http://www.google.com/search?q=computer`

```
QueryString query = new QueryString();
```

```
query.add("q", target);
```

```
URL u = new URL("http://www.google.com/search?" + query);
```

... write code for reading webpage

Accessing Password-Protected Site

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- Java's URL class **can access** sites that use **HTTP authentication**, though you'll of course need to *tell it what username and password to use*.
- **cookie-based authentication** is more challenging, not least because this varies a lot from one site to another

Authenticator Class: **Authenticator()**

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- the **java.net** package includes an Authenticator class you can use to provide a username and password for sites that protect themselves using HTTP authentication:

```
public abstract class Authenticator extends Object
```

- **Methods**

```
Authenticator.setDefault(new DialogAuthenticator());
```

```
// Sets the authenticator to be used when a HTTP server requires authentication.
```

Methods from the Authenticator superclass

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- protected final **InetAddress** **getRequestingSite()** // requesting for the authorization,
- protected final int **getRequestingPort()**
- protected final String **getRequestingProtocol()**
- protected final String **getRequestingPrompt()**
- protected final String **getRequestingScheme()**
- protected final String **getRequestingHost()**
- protected final String **getRequestingURL()**
- protected **RequestorType** **getRequestorType()** // requester is a Proxy or a Server.

Example: Methods from the Authenticator

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```
ClassAuthenticator obj1 = new ClassAuthenticator();  
Authenticator.setDefault(new ClassAuthenticator());  
obj1.getPasswordAuthentication() ;
```

```
public static class ClassAuthenticator extends Authenticator  
{  
    protected PasswordAuthentication getPasswordAuthentication()  
    {  
        System.out.println("Port Requesting : " + getRequestingPort());  
        String username = "javaTpoint";  
        String password = "java";  
        return new PasswordAuthentication(username, password.toCharArray());  
    }  
}
```

PasswordAuthentication Class

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- **PasswordAuthentication** is a very simple final class that supports **two read-only properties**: username and password.

- **Syntax**

```
public PasswordAuthentication(String userName, char[] password)
```

- Each is **accessed** via a getter method:

```
public String getUserNames( )
```

```
public char[] getPassword( )
```

Example: PasswordAuthentication Class

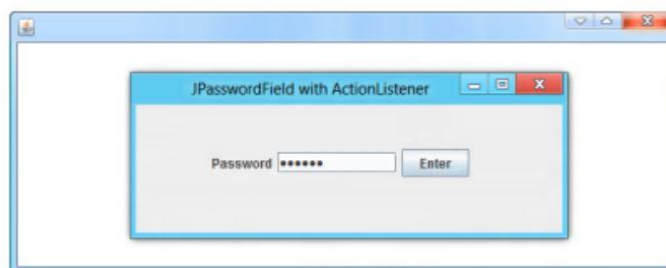
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```
String userName = "user";  
char[] password = { 'p', 'a', 's', 's' };  
PasswordAuthentication auth = new PasswordAuthentication(userName, password);  
System.out.println("UserName: " + auth.getUserName());  
System.out.println("Password: " + passwordAuthentication.getPassword());
```

JPasswordField CLASS

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- One useful tool for asking users for their passwords in a more or less secure fashion is the **JPasswordField** component from Swing:
- **public class JPasswordField** extends **JTextField**



Example: JPasswordField

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```
import javax.swing.*;

public class PasswordFieldExample {

    public static void main(String[] args) {
        JFrame f=new JFrame("Password Field Example");
        JPasswordField value = new JPasswordField();
        JLabel l1=new JLabel("Password:");
        l1.setBounds(20,100, 80,30);
        value.setBounds(100,100,100,30);
        f.add(value); f.add(l1);
        f.setSize(300,300);
        f.setLayout(null);
        f.setVisible(true);
    }
}
```



The End

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