

It does seem odd that the LocalSocket isConnected property is not set to true after the object is returned from accept().

Not sure why you would want to call connect() on a LocalSocket that has been returned from accept() in the first place. By convention, if not definition, LocalServerSocket.accept() returns a connected / bound socket. The exception is what I'd expect if you tried to connect an already connected (native) socket.

If we set LocalSocket.isConnected to true instead of false during accept() we'll still end up throwing an exception from connect(), just with a different message. If I make this change I should also set LocalSocket.isBound for consistency.

The fact that nobody can be calling connect() / bind() anyway suggests I can probably make this change safely. The only difference would be that isConnected() and isBound() will now return true for LocalSocket instances returned from accept().

## nf...@google.com <nf...@google.com><u>#5</u>

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Marked as fixed.

Changes made, tested and about to be submitted here: <a href="https://android-review.googlesource.com/#/q/topic:FixIsConnectedAfterAccept+(status:open+OR+status:merged)">https://android-review.googlesource.com/#/q/topic:FixIsConnectedAfterAccept+(status:open+OR+status:merged)</a>

See commit comments for details. connect() and bind() behavior should be unchanged, but isConnected() and isBound() methods will now return true from LocalSocket instances returned fr accept().