java.net.* Socket

```
ServerSocket
ServerSocket () &
ServerSocket (int port)
ServerSocket (int port, int backlog) &
ServerSocket (int port, int backlog, InetAddress bindAddr) &
Static Methods
                void setSocketFactory (SocketImplFactory fac) $
Accessors
ServerSocketChannel getChannel ()
        InetAddress getInetAddress ()
                 int getLocalPort ()
      SocketAddress getLocalSocketAddress ()
                 int get / setReceiveBufferSize () &
            boolean get / setReuseAddress () &
                 int get / setSoTimeout () &
            boolean isBound ()
            boolean isClosed ()
Object
              String toString ()
Other Methods
             Socket accept () &
                void bind (SocketAddress endpoint) &
                void bind (SocketAddress endpoint, int backlog) &
                void close () &
                void implAccept (Socket s) &
```

```
Socket
  Socket ()
# Socket (SocketImpl impl) &
  Socket (String host, int port) &
  Socket (InetAddress address, int port) 🕻
  Socket (String host, int port, InetAddress localAddr, int localPort) &
 Socket (InetAddress address, int port, InetAddress localAddr, int localPort) \
Static Methods
          void setSocketImplFactory (SocketImplFactory fac) &
Accessors
SocketChannel getChannel ()
   InetAddress getInetAddress ()
  InputStream getInputStream () &
      boolean get / setKeepAlive () $
   InetAddress getLocalAddress ()
           int getLocalPort ()
SocketAddress getLocalSocketAddress ()
      boolean get / setOOBInline () &
 OutputStream getOutputStream () 4
           int getPort()
            int get / setReceiveBufferSize () &
SocketAddress getRemoteSocketAddress ()
      boolean get / setReuseAddress () $
           int get / setSendBufferSize () &
            int getSoLinger () &
           int get / setSoTimeout () &
      boolean get / setTcpNoDelay () &
          int get / setTrafficClass ()
       boolean isBound ()
       boolean isClosed ()
       boolean isConnected ()
       boolean isInputShutdown ()
       boolean isOutputShutdown ()
          void setSoLinger (boolean on, int linger) &
Object
        String toString ()
Other Public Methods
          void bind (SocketAddress bindpoint) &
          void close () &
          void connect (SocketAddress endpoint) &
          void connect (SocketAddress endpoint, int timeout) &
          void sendUrgentData (int data) &
          void shutdownInput () &
          void shutdownOutput () 4
```

```
SocketOptions

Object get/setOption (int optID) 
int TCP_NODELAY, SO_BINDADDR,
SO_REUSEADDR, SO_BROADCAST,
IP_MULTICAST_IF, IP_MULTICAST_IF2,
IP_MULTICAST_LOOP, IP_TOS,
SO_LINGER, SO_TIMEOUT,
SO_SNDBUF, SO_RCVBUF,
SO_KEEPALIVE, SO_OOBINLINE
```

```
SocketImpl
# FileDescriptor getFileDescriptor ()
  InetAddress getInetAddress ()
# InputStream getInputStream () $\)
            int getLocalPort ()
#OutputStream getOutputStream () &
            int getPort ()
Object
         String toString ()
Other Protected Methods
           void accept (SocketImpls) &
            int available () 🕻
           void bind (InetAddress host, int port) &
           void close () 🕻
           void connect (String host, int port) &
           void connect (InetAddress address, int port) &
           void connect (SocketAddress address, int timeout) &
           void create (boolean stream) &
           void listen (int backlog) &
           void sendUrgentData (int data) 🕻
           void shutdownInput () 🕻
           void shutdownOutput () 4
       boolean supportsUrgentData ()
```

```
DatagramSocketImpl
# FileDescriptor getFileDescriptor ()
            int getLocalPort ()
            int get / setTimeToLive () &
Other Protected Methods
          void bind (int lport, InetAddress laddr) &
          void close ()
          void connect (InetAddress address, int port) &
          void create () &
          void disconnect ()
          void join (InetAddress inetaddr) &
           void joinGroup (SocketAddress mcastaddr, NetworkInterface netlf) &
           void leave (InetAddress inetaddr) &
          void leaveGroup (SocketAddress mcastaddr, NetworkInterface netlf) &
            int peek (InetAddress i) &
            int peekData (DatagramPacket p) &
          void receive (DatagramPacket p) &
          void send (DatagramPacket p)
```

```
DatagramSocket
DatagramSocket () \ # DatagramSocket (DatagramSocketImplimpl)
 DatagramSocket (SocketAddress bindaddr) &
 DatagramSocket (int port) 
DatagramSocket (int port, InetAddress laddr) 

Static Methods
             void setDatagramSocketImplFactory (
                       DatagramSocketImplFactoryfac) $
Accessors
         boolean get / setBroadcast () &
DatagramChannel getChannel ()
     InetAddress getInetAddress ()
     InetAddress getLocalAddress ()
              int getLocalPort ()
  SocketAddress getLocalSocketAddress ()
              int getPort()
              int get / setReceiveBufferSize () $
  SocketAddress getRemoteSocketAddress ()
         boolean get / setReuseAddress ()
              int get / setSendBufferSize () &
              int get / setSoTimeout () &
              int get / setTrafficClass () &
         boolean isBound ()
         boolean isClosed ()
         boolean isConnected ()
Other Public Methods
             void bind (SocketAddress addr) &
             void close ()
             void connect (SocketAddress addr) &
             void connect (InetAddress address, int port)
             void disconnect ()
             void receive (DatagramPacket p) &
             void send (DatagramPacket p)
```

```
MulticastSocket

MulticastSocket () 
MulticastSocket (int port) 
MulticastSocket (int port) 
MulticastSocket (SocketAddress bindaddr) 

Accessors

InetAddress get / setInterface () 
boolean get / setLoopbackMode () 
NetworkInterface get / setNetworkInterface () 
int get / setTimeToLive () 
Other Public Methods

void joinGroup (InetAddress mcastaddr) 
void joinGroup (SocketAddress mcastaddr, NetworkInterface netIf) 
void leaveGroup (SocketAddress mcastaddr, NetworkInterface netIf)
```



```
DatagramSocketImplFactory

DatagramSocketImpl createDatagramSocketImpl ()
```

```
DatagramPacket (byte buf[], int length)
DatagramPacket (byte buf[], int length)
DatagramPacket (byte buf[], int length, SocketAddress address) 
DatagramPacket (byte buf[], int length, SocketAddress address) 
DatagramPacket (byte buf[], int length, InetAddress address, int port)
DatagramPacket (byte buf[], int length, InetAddress address, int port)

InetAddress get / setAddress ()
byte[] get / setData ()
int get / setLength ()
int get / setPort ()
SocketAddress get / setSocketAddress ()
void setData (byte[] buf, int offset, int length)
```

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