Class UDPServer

java.lang.Object
    java.lang.Thread
        UDPServer

All Implemented Interfaces:

`Runnable`

```
public class UDPServer
extends Thread
```

This class is waiting to receive a message from a client using UDP protocol and then starting a new UDP thread to handle the response. The response is forwarding the message to all of the clients or disconnecting the client.

Nested Class Summary

Nested classes/interfaces inherited from class java.lang.Thread

`Thread.State`, `Thread.UncaughtExceptionHandler`

Field Summary

Fields

Modifier and Type	Field and Description
`private int`	**`bufSize`** the size of the buf for datagram packets
`private DatagramSocket`	**`datagramSocket`** The socket to accept client connections
`private MainServer`	**`mainServer`** The object to access the main server class
`private ServerGUI`	**`serverGUI`** the object to access the GUI for the server to update the client list

Fields inherited from class java.lang.Thread

MAX_PRIORITY, MIN_PRIORITY, NORM_PRIORITY

Constructor Summary

Constructors

Constructor and Description
UDPServer(**DatagramSocket** datagramSocket, MainServer mainServer, ServerGUI serverGUI) The constructor which is storing the socket the client is communicating through and the object to access the main web server

Method Summary

All Methods Instance Methods Concrete Methods

Modifier and Type	Method and Description
void	**run**() This method is called when the thread is started in the constructor of the main server class.

Methods inherited from class java.lang.Thread

activeCount, checkAccess, clone, countStackFrames, currentThread, destroy, dumpStack, enumerate, getAllStackTraces, getContextClassLoader, getDefaultUncaughtExceptionHandler, getId, getName, getPriority, getStackTrace, getState, getThreadGroup, getUncaughtExceptionHandler, holdsLock, interrupt, interrupted, isAlive, isDaemon, isInterrupted, join, join, join, resume, setContextClassLoader, setDaemon, setDefaultUncaughtExceptionHandler, setName, setPriority, setUncaughtExceptionHandler, sleep, sleep, start, stop, stop, suspend, toString, yield

Methods inherited from class java.lang.Object

equals, finalize, getClass, hashCode, notify, notifyAll, wait, wait, wait

Field Detail

datagramSocket

```
private DatagramSocket datagramSocket
```

The socket to accept client connections

mainServer

```
private MainServer mainServer
```

The object to access the main server class

serverGUI

```
private ServerGUI serverGUI
```

the object to access the GUI for the server to update the client list

bufSize

```
private final int bufSize
```

the size of the buf for datagram packets

See Also:

Constant Field Values

Constructor Detail

UDPServer

```
public UDPServer(DatagramSocket datagramSocket,
                 MainServer mainServer,
                 ServerGUI serverGUI)
```

The constructor which is storing the socket the client is communicating through and the object to access the main web server

Parameters:

datagramSocket - The socket UDP clients will connect to

mainServer - Object to access the main server

Method Detail

run

```
public void run()
```

This method is called when the thread is started in the constructor of the main server class. It waits to receive a message from a UDP client and then starts a new thread to handle disconnecting the client or forwarding the clients message

Specified by:

`run` in interface `Runnable`

Overrides:

`run` in class `Thread`