CIS 419 Socket Programming Manual

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Setting up the Program

In order to set up the Palindrome Checker program, both the server and Client programs must be downloaded from github. Place the server program in the desired location, whether a specific server, or even on the local host machine. The server program must be run first, as it will be “listening” through Port 1221 for the Client program. This program may be left running, however, for security reasons, it may be best to run only on an as-needed basis. Once the server-side program is successfully set up, the Client program will simply need to be run from a host machine, whether a physical machine or VM, that can reach the machine the server program is set up on. The client program will then attempt to communicate with the user-provided port and utilize the server program to determine whether the given string is a palindrome or not.

Installation Environment

This program was tested on a client running Windows 10, and a server running Oracle Linux 7 over port 1221. The program was developed utilizing Java. The host and/or server should be capable of running a Java application and utilizing port 1221.

How to use the Palindrome Checker

While connected to the internet:

1. Activate the Server program first on its respective machine.
2. Activate the Client program
3. Enter to desired port in the client, -port 1221 localhost OR holly2.brockport.edu
4. Ensure the sockets are communicating. Once this has been indicated by the program you may run the Client program. Once stated it will communicate with the Server application and pass input to the landline.
5. In the client program, input any string to check whether it is a palindrome or not. When finished with that, it type in quit to end the program and close to socket communication.

Testing and Usage Example

Refer to the attached image for usage examples captured during the testing process.

