

Lab 4

Android Distributed Application

1. Simple Remote Calculator

Client Source Code:

MainActivity.java

```
package com.example.calculator;

import android.os.Bundle;
import android.text.TextUtils;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.TextView;
import java.io.DataInputStream;
import java.io.DataOutputStream;
import java.io.IOException;
import java.net.Socket;
import java.net.UnknownHostException;

import androidx.appcompat.app.AppCompatActivity;

public class MainActivity extends AppCompatActivity implements
View.OnClickListener{
    EditText t1;
    EditText t2;

    Button plus;
    Button minus;
    Button multiply;
    Button divide;

    TextView displayResult;

    String oper = "";

    Socket socket;
    String response = "";

    /** Called when the activity is first created. */
    @Override
```

```

protected void onCreate (Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);

    // find the EditText elements (defined in
res/layout/activity_main.xml
    t1 = (EditText) findViewById(R.id.t1);
    t2 = (EditText) findViewById(R.id.t2);

    plus = (Button) findViewById(R.id.plus);
    minus = (Button) findViewById(R.id.minus);
    multiply = (Button) findViewById(R.id.multiply);
    divide = (Button) findViewById(R.id.divide);

    displayResult = (TextView) findViewById(R.id.displayResult);

    // set listeners
    plus.setOnClickListener(this);
    minus.setOnClickListener(this);
    multiply.setOnClickListener(this);
    divide.setOnClickListener(this);
}

// @Override
public void onClick(View view) {
    if (TextUtils.isEmpty(t1.getText().toString())) {
        return;
    }
    switch (view.getId()) {
        case R.id.plus:
            oper = "+";
            break;
        case R.id.minus:
            oper = "-";
            break;
        case R.id.multiply:
            oper = "*";
            break;
        case R.id.divide:
            oper = "/";
            break;
        default:
            break;
    }

    new Thread(new Runnable() {
        @Override
        public void run() {
            try {
                response = "";
            }

```

```

        socket = new Socket("192.168.1.9", 6000);
        DataOutputStream dOut = new
DataOutputStream(socket.getOutputStream());
        DataInputStream dIn = new
DataInputStream(socket.getInputStream());
        dOut.writeUTF(t1.getText() + " " + t2.getText() +
" " + oper);

        dOut.flush();
        response = dIn.readUTF();
        runOnUiThread(new Runnable() {
            @Override
            public void run() {
                displayResult.setText(response);
            }
        });
        dIn.close();
        dOut.close();
        socket.close();
    }
    catch (UnknownHostException e)
    {
        e.printStackTrace();
    }
    catch (IOException e)
    {
        e.printStackTrace();
    }
}
}).start();
}
}

```

AndroidManifest.xml

```

<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.example.calculator">
    <uses-permission android:name="android.permission.INTERNET"/>
    <uses-permission
android:name="android.permission.ACCESS_NETWORK_STATE"/>
    <uses-permission
android:name="android.permission.ACCESS_WIFI_STATE"/>
    <uses-permission
android:name="android.permission.CHANGE_WIFI_STATE"/>
    <application
        android:allowBackup="true"
        android:icon="@mipmap/ic_launcher"
        android:label="@string/app_name"
        android:roundIcon="@mipmap/ic_launcher_round"
        android:supportsRtl="true"
        android:theme="@style/AppTheme">

```

```

        <activity android:name=".MainActivity">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />
                <category
android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    </application>
</manifest>
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.example.calculator">
    <uses-permission android:name="android.permission.INTERNET"/>
    <uses-permission
android:name="android.permission.ACCESS_NETWORK_STATE"/>
    <uses-permission
android:name="android.permission.ACCESS_WIFI_STATE"/>
    <uses-permission
android:name="android.permission.CHANGE_WIFI_STATE"/>
    <application
        android:allowBackup="true"
        android:icon="@mipmap/ic_launcher"
        android:label="@string/app_name"
        android:roundIcon="@mipmap/ic_launcher_round"
        android:supportsRtl="true"
        android:theme="@style/AppTheme">
        <activity android:name=".MainActivity">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />
                <category
android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    </application>
</manifest>

```

activity_main.xml

```

<?xml version="1.0" encoding="utf-8"?>
<LinearLayout
    xmlns:android="http://schemas.android.com/apk/res/android"
    android:orientation="vertical"
    android:layout_width="fill_parent"
    android:layout_height="fill_parent">
    <LinearLayout
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:id="@+id/linearLayout1"
        android:layout_marginLeft="12pt"
        android:layout_marginRight="12pt"

```

```

        android:layout_marginTop="4pt">
        <EditText
            android:layout_weight="1"
            android:layout_height="wrap_content"
            android:layout_marginRight="6pt"
            android:id="@+id/t1"
            android:layout_width="match_parent"
            android:inputType="numberDecimal">
        </EditText>
        <EditText
            android:layout_height="wrap_content"
            android:layout_weight="1"
            android:layout_marginLeft="6pt"
            android:id="@+id/t2"
            android:layout_width="match_parent"
            android:inputType="numberDecimal">
        </EditText>
    </LinearLayout>
    <LinearLayout
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:id="@+id/linearLayout2"
        android:layout_marginTop="4pt"
        android:layout_marginLeft="6pt"
        android:layout_marginRight="6pt">
        <Button
            android:layout_height="wrap_content"
            android:layout_width="match_parent"
            android:layout_weight="1"
            android:text="+"
            android:textSize="10pt"
            android:id="@+id/plus">
        </Button>
        <Button
            android:layout_height="wrap_content"
            android:layout_width="match_parent"
            android:layout_weight="1"
            android:text="-"
            android:textSize="8pt"
            android:id="@+id/minus">
        </Button>
    </LinearLayout>

    <LinearLayout
        android:layout_width="match_parent"
        android:layout_height="wrap_content"
        android:id="@+id/linearLayout3"
        android:layout_marginTop="4pt"
        android:layout_marginLeft="6pt"
        android:layout_marginRight="6pt">

```

```

<Button
    android:layout_height="wrap_content"
    android:layout_width="match_parent"
    android:layout_weight="1"
    android:text="*"
    android:textSize="10pt"
    android:id="@+id/multiply">
</Button>
<Button
    android:layout_height="wrap_content"
    android:layout_width="match_parent"
    android:layout_weight="1"
    android:text="/"
    android:textSize="10pt"
    android:id="@+id/divide">
</Button>
</LinearLayout>
<TextView
    android:layout_height="wrap_content"
    android:layout_width="match_parent"
    android:layout_marginLeft="6pt"
    android:layout_marginRight="6pt"
    android:textSize="12pt"
    android:layout_marginTop="4pt"
    android:id="@+id/displayResult"
    android:gravity="center_horizontal">
</TextView>
</LinearLayout>

```

Server Source Code:

Server.java

```

import java.io.IOException;
import java.net.ServerSocket;
import java.net.Socket;
import java.util.Scanner;
import java.lang.*;
import java.io.*;

public class Server
{
    public static void main(String[] args)
    {
        try
        {
            ServerSocket serverSocket = new ServerSocket(6000);
            System.out.println("Server Started...");

```

```

        while(true)
        {
            new Thread(new
ClientConnectionThread(serverSocket.accept())).start();
        }
    }
    catch(IOException e) {e.printStackTrace();}
}

class ClientConnectionThread implements Runnable
{
    private Socket socket;

    public ClientConnectionThread(Socket socket)
    {
        this.socket = socket;
    }

    @Override
    public void run()
    {
        try
        {
            DataInputStream dIn = new
DataInputStream(socket.getInputStream());
            DataOutputStream dOut = new
DataOutputStream(socket.getOutputStream());

            String message = dIn.readUTF();
            System.out.println("Client Request : " + message);

            String[] input = message.split(" ");
            String result = input[0] + " " + input[2] + " " +
input[1] + " = " + calculate(Integer.parseInt(input[0]),
Integer.parseInt(input[1]), input[2]);
            System.out.println("Server Response : " + result);

            dOut.writeUTF(result);
            dOut.flush();
            dOut.close();

            socket.close();
        }
        catch(IOException e) {e.printStackTrace();}
    }

    public static String calculate(int num1, int num2, String
operator)
    {

```

```
Integer result = 0;
switch (operator.charAt(0))
{
    case '+':
        result = num1 + num2;
        break;
    case '-':
        result = num1 - num2;
        break;
    case '*':
        result = num1 * num2;
        break;
    case '/':
        result = num1 / num2;
        break;
}

return Integer.toString(result);
}
```


Outputs:

The image displays a screenshot of an IDE with two main components: a code editor on the left and a mobile application interface on the right.

Code Editor (Left):

- Files: `TCPServer.java`, `ServerBoard.java`, `Server.java`.
- Code Snippets:

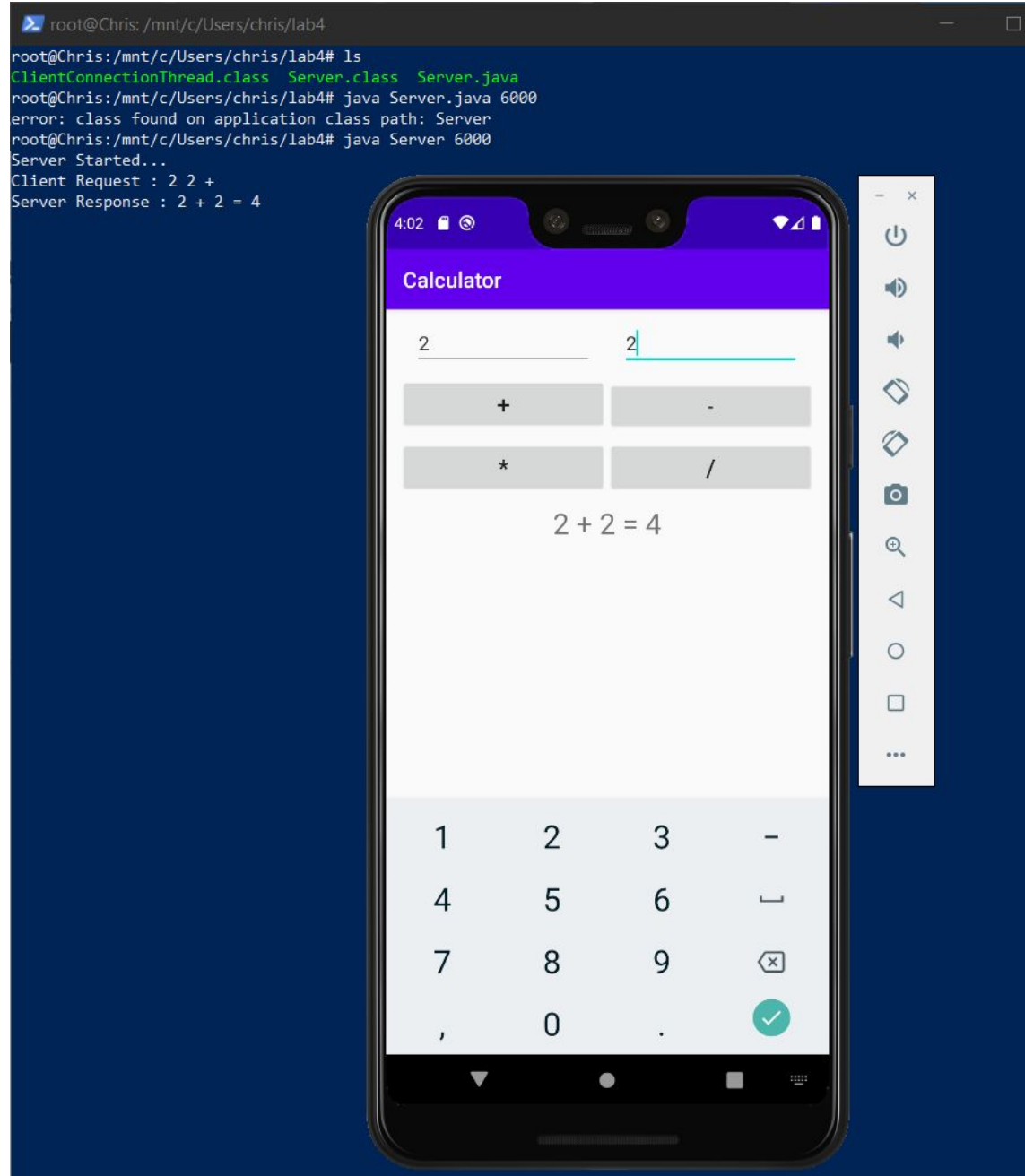
```
36 socket.close();
37 socket.close();
38 }catch(IOException e) {e.printStackTrace();}
39 }
40 public static String calculate (int num1, in
41 Integer result = 0;
42 switch (operator.charAt(0)){
43 case '+':
44 result = num1 + num2;
45 break;
46 case '-':
47 result = num1 - num2;
48 break;
49 case '*':
50 result = num1 * num2;
51 break;
52 case '/':
53 result = num1 / num2;
54 break;
55 }
56 return Integer.toString(result);
57 }
58 }
59 }
```

Mobile Application Interface (Right):

- Top bar: Status bar showing time 3:12.
- Input fields: Two fields containing the numbers 5 and 6.
- Operators: Buttons for +, -, *, and /.
- Result: The expression $5 * 6 = 30$ is displayed.
- Bottom keypad: A numeric keypad with digits 1-9, 0, a decimal point, and a green checkmark button.

Console (Bottom Left):

- Problems | Javadoc | Declaration | Console
- Server [Java Application] C:\Program Files\Java\jre1.8.0_241\bin\ja
- Server Started...
- Client Request : 5 6 *
- Server Response : 5 * 6 = 30



2. Remote Random Number Generator

Client Source Code:

MainActivity.java

```
package com.example.randomnumber;
import android.app.Activity;
import android.os.Bundle;
import android.view.Gravity;
import android.view.View;
import android.widget.EditText;
import android.widget.TextView;
import java.io.IOException;
import java.net.Socket;
import java.io.*;
import java.net.UnknownHostException;
import java.lang.*;
import android.widget.Button;
public class MainActivity extends Activity implements
View.OnClickListener{
    EditText t1;
    EditText t2;
    EditText t3;
    Button send;
    TextView displayResult;
    Socket socket;
    String response = "";
    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
        t1 = (EditText) findViewById(R.id.t1);
        t2 = (EditText) findViewById(R.id.t2);
        t3 = (EditText) findViewById(R.id.t3);
        send = (Button) findViewById(R.id.send);
        displayResult = (TextView) findViewById(R.id.displayResult);
        send.setOnClickListener( this );
        t1.setGravity(Gravity.CENTER);
        t2.setGravity(Gravity.CENTER);
        t3.setGravity(Gravity.CENTER);
        displayResult.setGravity(Gravity.CENTER);
    }
    public void onClick(View view){
        new Thread(new Runnable() {
            @Override
            public void run() {
                try {
                    response = "";
                    socket = new Socket("192.168.1.24", 5000);
```

```

        DataOutputStream dOut = new
DataOutputStream(socket.getOutputStream());
        DataInputStream dIn = new
DataInputStream(socket.getInputStream());
        dOut.writeUTF (t1.getText() + " " + t2.getText() +
" " + t3.getText());
        dOut.flush();
        response = dIn.readUTF();
        runOnUiThread(new Runnable() {
            @Override
            public void run() {
                displayResult.setText(response);
            }
        });
        dIn.close();
        dOut.close();
        socket.close();
    }
    catch (UnknownHostException e)
    {
        e.printStackTrace();
    }
    catch (IOException e)
    {
        e.printStackTrace();
    }
}
}).start();
}
}

```

AndroidManifest.xml

```

<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.example.randomnumber">
    <uses-permission android:name="android.permission.INTERNET"/>
    <uses-permission
android:name="android.permission.ACCESS_NETWORK_STATE"/>
    <uses-permission
android:name="android.permission.ACCESS_WIFI_STATE"/>
    <uses-permission
android:name="android.permission.CHANGE_WIFI_STATE"/>
    <application
        android:allowBackup="true"
        android:icon="@mipmap/ic_launcher"
        android:label="randomnumber"
        android:roundIcon="@mipmap/ic_launcher_round"

```

```

        android:supportsRtl="true"
        android:theme="@style/AppTheme">
        <activity android:name=".MainActivity">
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />
                <category
android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    </application>
</manifest>

```

activity_main.xml

```

<?xml version="1.0" encoding="utf-8"?>
<LinearLayout
    xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:tools="http://schemas.android.com/tools"
    android:orientation="vertical"
    android:layout_width="fill_parent"
    android:layout_height="fill_parent">
    <TextView
        android:id="@+id/textView2"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_gravity="center"
        android:layout_marginTop="40dp"
        android:gravity="center"
        android:text="Upper Bound:"
        android:textSize="18sp" />
    <EditText
        android:id="@+id/t1"
        android:layout_width="250dp"
        android:layout_height="wrap_content"
        android:layout_gravity="center"
        android:layout_marginLeft="20dp"
        android:layout_marginTop="20dp"
        android:layout_marginRight="20dp"
        android:layout_marginBottom="20dp"
        android:autofillHints=""
        android:gravity="center|start"
        android:inputType="numberDecimal"
        android:textAllCaps="false"
        android:textStyle="normal" />
    <TextView
        android:id="@+id/textView"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"

```

```

        android:layout_gravity="center"
        android:gravity="center"
        android:text="Lower Bound:"
        android:textSize="18sp" />
<EditText
    android:id="@+id/t2"
    android:layout_width="250dp"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:layout_marginLeft="20dp"
    android:layout_marginTop="20dp"
    android:layout_marginRight="20dp"
    android:layout_marginBottom="20dp"
    android:autofillHints=""
    android:gravity="center|start"
    android:inputType="numberDecimal" />
<TextView
    android:id="@+id/textView3"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:gravity="center"
    android:text="Number you want:"
    android:textSize="18sp" />
<EditText
    android:id="@+id/t3"
    android:layout_width="250dp"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:layout_marginLeft="20dp"
    android:layout_marginTop="20dp"
    android:layout_marginRight="20dp"
    android:layout_marginBottom="20dp"
    android:autofillHints=""
    android:gravity="center|start"
    android:inputType="numberDecimal" />
<Button
    android:id="@+id/send"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_gravity="center"
    android:layout_marginLeft="100dp"
    android:layout_marginRight="100dp"
    android:layout_marginBottom="20dp"
    android:gravity="center"
    android:text="Send" />
<TextView
    android:id="@+id/textView4"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"

```

```

        android:layout_gravity="center"
        android:gravity="center"
        android:text="Result Numbers are:"
        android:textSize="18sp" />
<TextView
    android:id="@+id/displayResult"
    android:layout_width="match_parent"
    android:layout_height="wrap_content"
    android:layout_marginLeft="6pt"
    android:layout_marginTop="4pt"
    android:layout_marginRight="6pt"
    android:gravity="start|center_horizontal"
    android:textSize="12pt"></TextView>
</LinearLayout>

```

Server Source Code:

Server.java

```

import java.io.IOException;
import java.net.ServerSocket;
import java.net.Socket;
import java.util.Scanner;
import java.lang.*;
import java.io.*;
import java.util.Random;
import java.util.Arrays;
public class Server{
public static void main(String[] args){
    try{
        ServerSocket serverSocket = new ServerSocket(5000);
        System.out.println("Server Started...");
        while(true){
            new Thread(new
ClientConnectionThread(serverSocket.accept())).start();
        }
    }catch(IOException e) {e.printStackTrace();}
}
}
class ClientConnectionThread implements Runnable{
    private Socket socket;
    public ClientConnectionThread(Socket socket){
        this.socket = socket;
    }

    @Override
    public void run(){
        try{

```

```

        DataInputStream dIn = new
DataInputStream(socket.getInputStream());
        DataOutputStream dOut = new
DataOutputStream(socket.getOutputStream());
        String message = dIn.readUTF();
        System.out.println("Client Request : " + message);
        String[] input = message.split(" ");
        String result = calculate(Integer.parseInt(input[0]),
Integer.parseInt(input[1]), Integer.parseInt(input[2]));
        String inputstring = "range= " + input[0] + ", " + input[1] + "
number of elements = " +
        input[2];
        System.out.println(inputstring);
        System.out.println(result);
        dOut.writeUTF(result);
        dOut.flush();
        dOut.close();
        socket.close();
    }catch(IOException e){e.printStackTrace();}
}

public static String calculate(int num1, int num2, int num3) {
    int range = (num1 - num2) +1;
    String result = "";
    for(int i = 0; i < num3; i++)
    {
        result += Integer.toString((int) (Math.random() * range) +
num2) + " ";
    }
    return result;
}
}

```


Outputs:

The image displays a development environment with two main components: a Java IDE on the left and an Android emulator on the right.

Java IDE (Left):

- Code Editor:** Shows the `Server.java` file. The `calculate` method is highlighted, which takes three integers (`num1`, `num2`, `num3`) and returns a string of random numbers within a specified range. The range is calculated as `(num1 - num2) + 1`.
- Console:** Displays the server's output. It shows the server starting, receiving a client request of "12 2 5", calculating a range of 12, and generating the random numbers "6 9 3 5 7".

Android Emulator (Right):

- App Interface:** The app, titled "RandomNumber", has a white background with a green header bar. It contains three input fields for "Upper Bound:", "Lower Bound:", and "Number you want:". The values entered are 12, 2, and 5, respectively. A "SEND" button is located below the input fields. Below the button, the text "Result Numbers are:" is followed by the output "6 9 3 5 7".

```
root@Chris:/mnt/c/Users/chris/CSE/461/lab4# java Server2 5000
```

```
Server Started...
```

```
Client Request : 7 1 8
```

```
range = 7, 1 number of elements = 8
```

```
7 1 7 5 2 7 6 1
```

12:44

Upper Bound:

7

Lower Bound:

1

Number you want:

8

SEND

Result Numbers are:

7 1 7 5 2 7 6 1

3. Report

- For this lab, one of the concerns/struggles that we had was figuring out how to connect both server and client source codes because we haven't had much experience doing server connections using PuTTY or any other IDE. We managed to figure everything out by going to the links that the professor gave us and searching every material about server connections. For the android studio coding part, it was easier to figure out than the server side because we learned it during the previous lab. The only hard part was figuring out how to implement the socket functions for it to communicate with the server. Overall, we implemented everything correctly based on the instructions on the lab manual. Therefore, we believe that we should get the full points which is **20/20**.