

第五章：网络编程（下）

1.Socket 多客户端通信实现

1.客户端程序代码：

客户端代码与第四章中客户端代码相同，不再累述。

2.服务器端程序代码：

//MultiTalkServer.java 文件

```
import java.io.*;
```

```
import java.net.*;
```

```
public class MultiTalkServer {
    static int clientnum = 0;//统计客户端数量

    public static void main(String[] args) throws IOException {
        // TODO Auto-generated method stub
        ServerSocket server = null;//声明一个 serversocket 对象
        boolean listening = true;
        try {
            server = new ServerSocket(4700);
        }catch(IOException e) {
            System.out.println("could not listen on port:4700" );
        }
        Socket socket = null;
        try {
            socket = server.accept();
        }catch(Exception e) {
            System.out.println("Error."+e);
            System.exit(-1);
        }
        while(listening)
        {
            new ServerThread(serverSocket.accept(),
clientnum).start();
            clientnum++;
        }
        serverSocket.close();
    }
}
//ServerThread.java 文件代码
import java.io.*;
```

```
import java.net.*;

public class ServerThread extends Thread {
    Socket socket = null;
    int clientnum;
    public ServerThread(Socket socket, int num){
        this.socket = socket;
        clientnum = num+1;
    }
    public void run(){
        try{
            //下面开始通信。
            String line;
            BufferedReader is = new BufferedReader
(new InputStreamReader(socket.getInputStream()));
            PrintWriter os =new PrintWriter(socket.getOutputStream());
            BufferedReader sin = new BufferedReader
(new InputStreamReader(System.in));
            System.out.println("Client:" + clientnum + ":" + is.readLine());
            line =sin.readLine();
            while(!line.equals("bye"))
            {
                os.println(line);
                os.flush();

                //下面是打印客户端和服务端端发送的信息
                System.out.println("Server:"+ line);
                System.out.println("Client:"+ clientnum
+":" + is.readLine());
                line = sin.readLine();
            }
            os.close();
            is.close();
            socket.close();
        }catch(Exception e) {\
            System.out.println("Error:"+e);
        }
    }
}
```

2.数据报通信

数据包通信采用的是 UDP(User Datagram Protocol), 它是非面向连接的, 提供不可靠的

数据包式的数据传输的协议，类似于从邮局发送信件的过程。Java 中的 DatagramPacket/DatagramSocket/MulticastSocket 等类使用 UDP 协议进行网络通信。

TCP(Transport Control Protocol)是面向连接的能够提供可靠的流式数据传输的协议。Java 中的 URL/URLConnection/socket/serverSocket 等类使用 TCP 协议进行网络通信。

1.TCP 和 UDP 的区别

- (1) TCP 有建立时间，UDP 没有；
- (2) UDP 传输限制包在 64k 以内；
- (3) TCP 的应用有 Telnet、FTP 等，UDP 的应用有 ping 等。

2.Java 中进行数据报通信

所用的类有：

- ①DatagramSocket()//只允许数据报发往一个目的地址
- ②DatagramSocket(int port)
- ③DatagramPacket(byte ibuf[], int ilength)//接受
- ④DatagramPacket(byte ibuf[], int ilength, InetAddress iaddr, int iport); //发送

收数据报：

```
DatagramPacket packet = new DatagramPacket(buf, 256);
socket.receive(packet);
```

发数据报：

```
DatagramPacket packet = new DatagramPacket(buf, buf.length,address,port);
socket.send(packet);
```

例：客户方程序 QuoteClient.java

代码：

```
import java.io.*;
import java.net.*;
import java.util.*;

public class QuoteClient {
    public static void main(String[] args) throws IOException{
        if(args.length!=1){//如果没有参数的执行内容
            System.out.println("Usage:java QuoteClient<hostname>");
            return
        }
        DatagramPacket packet = new DatagramPacket();
        //send request
        byte[] buf = new byte[256];
        InetAddress address = InetAddress.getByName(args[0]);
        DatagramPacket packet = new
        DatagramPacket(buf, buf.length,address,4445);
        socket.send(packet);
        //get response
        packet = new DatagramPacket(buf, buf.length);
        socket.receive(packet);
        //display response
        String received = new String(packet.getData());
        System.out.println("Quote of the Moment:" +received);
    }
}
```

```
        socket.close();
    }
}
```

例：服务器方程序 QuoteServer.java

代码：

```
public class QuoteServer{
    public static void main(String[] args) throws java.io.IOException{
        new QuoteServerThread().start();
    }
}
```

例：服务器方程序 QuoteServerThread.java

代码：

```
import java.io.*;
import java.net.*;
import java.util.*;

public class QuoteServerThread extends Thread {
    protected DatagramSocket socket = null;
    protected BufferedReader in =null;
    protected boolean moreQuotes = true;
    public QuoteServerThread() throws IOException{
        this("QuoteServerThread");
    }
    public QuoteServerThread(String name) throws IOException{
        super(name);
        socket  = new DatagramSocket(4445);
        try{
            in = new BufferedReader(new FileReader("one-liners.txt"));
        }catch(FileNotFoundException e){
            System.err.println
("Counldnot open quote file.Serving time instead.");
        }
    }
    public void run(){
        while(moreQuotes){
            try{
                byte[] buf =new byte[256];
                DatagramPacket packet =
new DatagramPacket(buf,buf.length);
                socket.receive(packet);
                String dString = null;
                if(in==null)
                    dString = new Date().toString();
                else dString = getNextQuote();
                buf =dString.getBytes();
            }
        }
    }
}
```

```

        //send the response to the client at "address"
        //and "port"
        InetAddress address = packet.getAddress();
        int port = packet.getPort();
        packet =
new DatagramPacket(buf,buf.length,address,port);
        socket.send(packet);
    }catch(IOException e){
        e.printStackTrace();
        moreQuotes=false;
    }
}
socket.close();
}
protected String getNextQuote(){
    String returnValue = null;
    try{
        if((returnValue=in.readLine())==null){
            in.close();
            moreQuotes=false;
            returnValue = "No more quotes.Goodbye.";
        }catch(IOException e){
            returnValue="IOException occurred in server";
        }
        return returnValue;
    }
}
}
}

```

3.使用数据报进行广播通信

MulticastSocket 讲数据报以广播方式发送到该端口的所有客户。

例：客户方程序 MulticastClient.java

代码：

```

import java.io.*;
import java.net.*;
import java.util.*;
public class MulticastClient {
    public static void main(String[] args) throws IOException{
        MulticastSocket socket = new MulticastSocket(4446);
        InetAddress address = InetAddress.getName("230.0.0.1");
        socket.joinGroup(address);
    }
}

```

```

        DatagramPacket packet;
        //get a few quotes
        for(int i = 0;i<5;i++){
            byte[] buf = new byte[256];
            packet = new DatagramPacket(buf,buf.length);
            socket.receive(packet);
            String received = new String(packet.getData());
            System.out.println
("Quote of the Moment:" +received);
        }
        socket.leaveGroup(address);
        socket.close();
    }
}

```

例：客户方程序 MulticastServer.java**代码：**

```

public class MulticastServer{
    public static void main(String args[])
    throws java.io.IOException{
        new MulticastServerThread().start();
    }
}

```

例：服务器方程序 QuoteServerThread.java**代码：**

```

import java.io.*;
import java.net.*;
import java.util.*;
public class MulticastServerThread extends Thread {
    private long FIVE_SECOND=5000;
    public MulticastServerThread() throws IOException{
        super("MulticastServerThread");
    }
    public void run(){
        while(moreQuotes){
            try{
                byte[] buf = new byte[256];
                //construct quote
                String dString = null;
                if(in==null)
                    dString = new Date().toString();
                else dString = getNextQuote();
                buf =dString.getBytes();
                //send it
                InetAddress group =

```

```
InetAddress.getBy Name("230.0.0.1");
    DatagramPacket pacet = new
DatagramPacket(buf,buf.length,group,4446);
    socket.send(packet);
    //sleep for a while
    try{
        sleep((long)(Math.random()*FIVE_SECOND));
    }catch(InterruptedException e){}
    }catch(IOException e){
        e.printStackTrace();
        moreQuotes=false;
    }
    }
    socket.close();
}
```