

# Rappels programmation réseau Java-suite

# Socket programming

Two socket types for two transport services:

- **UDP**: unreliable datagram
- **TCP**: reliable, byte stream-oriented

# Socket UDP

# Classes

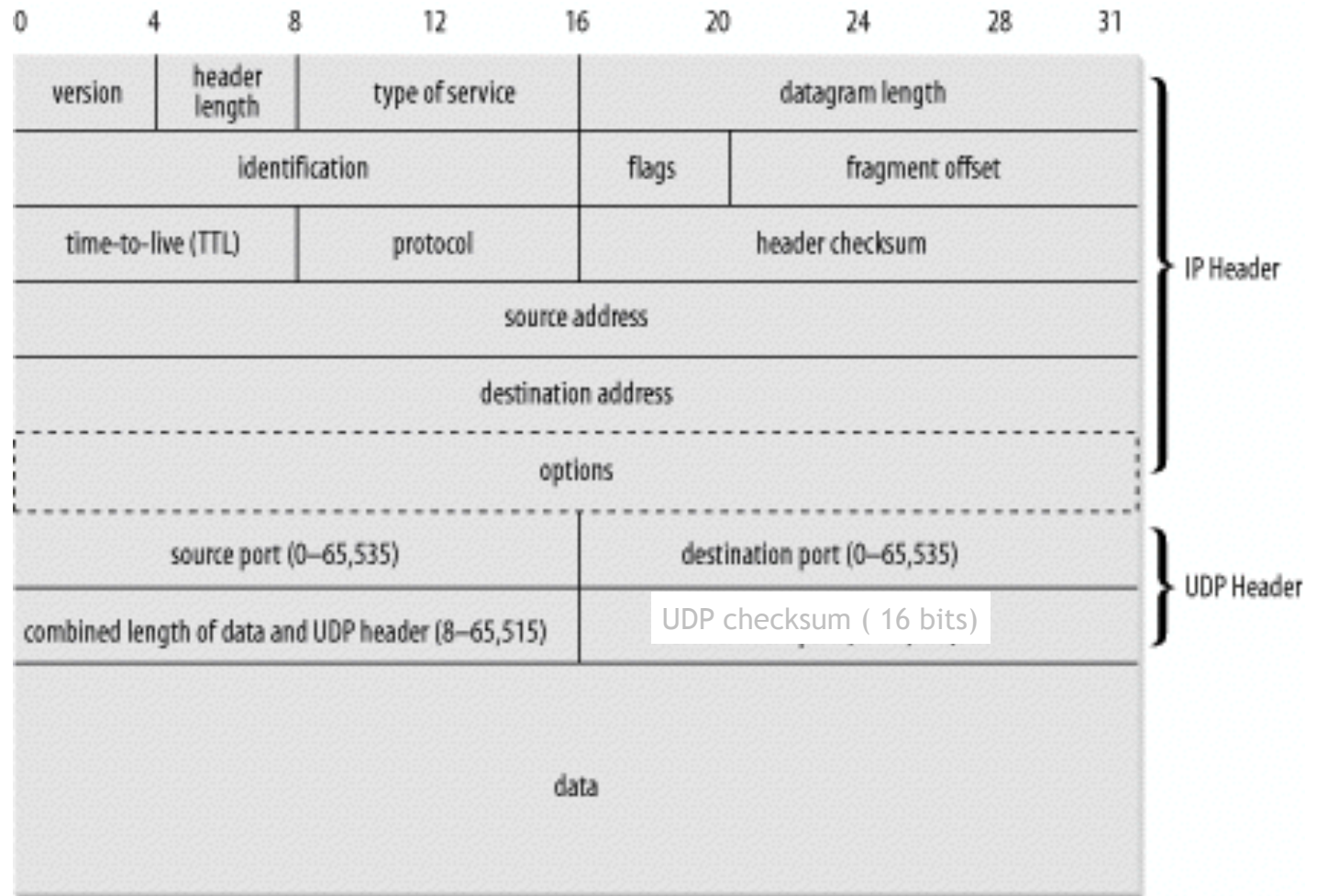
java.net.DatagramPacket

java.net.DatagramSocket

java.net.MulticastSocket

# Socket UDP

# UDP



# DatagramPacket

- ❑ Un paquet contient au plus 65,507 bytes
- ❑ Pour construire les paquets pour recevoir  
`public DatagramPacket(byte[] buffer, int length)`  
`public DatagramPacket(byte[] buffer, int offset, int length)`

- ❑ Pour construire les paquets pour envoyer

<code>public DatagramPacket(byte[] data, int length,</code>	<code>InetAddress</code>
<code>destination, int port)</code>	
<code>public DatagramPacket(byte[] data, int offset, int</code>	<code>length, InetAddress</code>
<code>destination, int port)</code>	
<code>public DatagramPacket(byte[] data, int length,</code>	<code>SocketAddress</code>
<code>destination)</code>	
<code>public DatagramPacket(byte[] data, int offset, int</code>	<code>length,</code>
<code>SocketAddress destination)</code>	

# Méthodes

## ❑ Adresses

- ❖ public [InetAddress](#) getAddress( )
- ❖ public int getPort( )
- ❖ public [SocketAddress](#) getSocketAddress( )
- ❖ public void setAddress(InetAddress remote)
- ❖ public void setPort(int port)
- ❖ public void setAddress(SocketAddress remote)



# Méthodes (suite)

## ❑ Manipulation des données:

- ❖ `public byte[] getData( )`
- ❖ `public int getLength( )`
- ❖ `public int getOffset( )`
- ❖ `public void setData(byte[] data)`
- ❖ `public void setData(byte[] data, int offset, int length )`
- ❖ `public void setLength(int length)`

# Exemple

```
import java.net.*;
public class DatagramExample {
    public static void main(String[] args) {
        String s = "Essayons.";
        byte[] data = s.getBytes( );
        try {
            InetAddress ia = InetAddress.getByName("www.liafa.univ-paris-diderot.fr");
            int port =7;
            DatagramPacket dp = new DatagramPacket(data, data.length, ia, port);
            System.out.println(" Un packet pour" + dp.getAddress( ) + " port " +
                dp.getPort( ));
            System.out.println("il y a " + dp.getLength( ) +
                " bytes dans le packet");
            System.out.println(
                new String(dp.getData( ), dp.getOffset( ), dp.getLength( )));
        }
        catch (UnknownHostException e) {
            System.err.println(e);
        }
    }
}
```

# DatagramSocket

## ❑ Constructeurs

- ❖ `public DatagramSocket( )` throws `SocketException`
- ❖ `public DatagramSocket(int port)` throws `SocketException`
- ❖ `public DatagramSocket(int port, InetAddress interface)` throws `SocketException`
- ❖ `public DatagramSocket(SocketAddress interface)` throws `SocketException`
- ❖ `(protected DatagramSocket(DatagramSocketImpl impl)` throws `SocketException`)

# Exemple

```
java.net.*;
public class UDPPortScanner {
    public static void main(String[] args) {

        for (int port = 1024; port <= 65535; port++) {
            try {
                // exception si utilisé
                DatagramSocket server = new DatagramSocket(port);
                server.close( );
            }
            catch (SocketException ex) {
                System.out.println("Port occupé" + port + ".");
            } // end try
        } // end for
    }
}
```

# Envoyer et recevoir

- ❑ `public void send(DatagramPacket dp)`  
throws `IOException`
- ❑ `public void receive(DatagramPacket dp)`      throws  
`IOException`

# Un exemple: Echo

- UDPServeur
  - ❖ UDPEchoServeur
- UDPEchoClient
  - SenderThread
  - ReceiverThread

# Echo: UDPServeur

```
import java.net.*;
import java.io.*;
public abstract class UDPServeur extends Thread {
    private int bufferSize;
    protected DatagramSocket sock;
    public UDPServeur(int port, int bufferSize)
        throws SocketException {
        this.bufferSize = bufferSize;
        this.sock = new DatagramSocket(port);
    }
    public UDPServeur(int port) throws SocketException {
        this(port, 8192);
    }
    public void run() {
        byte[] buffer = new byte[bufferSize];
        while (true) {
            DatagramPacket incoming = new DatagramPacket(buffer, buffer.length);
            try {
                sock.receive(incoming);
                this.respond(incoming);
            }
            catch (IOException e) {
                System.err.println(e);
            }
        } // end while
    }
    public abstract void respond(DatagramPacket request);
}
```

# UDPEchoServeur

```
public class UDPEchoServeur extends UDPServeur {
    public final static int DEFAULT_PORT = 2222;
    public UDPEchoServeur() throws SocketException {
        super(DEFAULT_PORT);
    }
    public void respond(DatagramPacket packet) {
        try {
            byte[] data = new byte[packet.getLength()];
            System.arraycopy(packet.getData(), 0, data, 0, packet.getLength());
            try {
                String s = new String(data, "8859_1");
                System.out.println(packet.getAddress() + " port "
                    + packet.getPort() + " reçu " + s);
            } catch (java.io.UnsupportedEncodingException ex) {}
            DatagramPacket outgoing = new DatagramPacket(packet.getData(),
                packet.getLength(), packet.getAddress(), packet.getPort());
            sock.send(outgoing);
        } catch (IOException ex) {
            System.err.println(ex);
        }
    }
}
```



# Client: UDPEchoClient

```
public class UDPEchoClient {  
    public static void lancer(String hostname, int port) {  
        try {  
            InetAddress ia = InetAddress.getByName(hostname);  
            SenderThread sender = new SenderThread(ia, port);  
            sender.start();  
            Thread receiver = new ReceiverThread(sender.getSocket());  
            receiver.start();  
        }  
        catch (UnknownHostException ex) {  
            System.err.println(ex);  
        }  
        catch (SocketException ex) {  
            System.err.println(ex);  
        }  
    }  
    // end lancer  
}
```

# SenderThread

```
public class SenderThread extends Thread {
    private InetAddress server;
    private DatagramSocket socket;
    private boolean stopped = false;
    private int port;
    public SenderThread(InetAddress address, int port)
    throws SocketException {
        this.server = address;
        this.port = port;
        this.socket = new DatagramSocket();
        this.socket.connect(server, port);
    }
    public void halt() {
        this.stopped = true;
    }
    //...
```

# SenderThread

```
//...
public DatagramSocket getSocket() {
    return this.socket;
}
public void run() {

    try {
        BufferedReader userInput = new BufferedReader(new    InputStreamReader(System.in));
        while (true) {
            if (stopped) return;
            String theLine = userInput.readLine();
            if (theLine.equals(".")) break;
            byte[] data = theLine.getBytes();
            DatagramPacket output
                = new DatagramPacket(data, data.length, server, port);
            socket.send(output);
            Thread.yield();
        }
    } // end try
    catch (IOException ex) {System.err.println(ex); }
} // end run
}
```

# ReceiverThread

```
class ReceiverThread extends Thread {
    DatagramSocket socket;
    private boolean stopped = false;
    public ReceiverThread(DatagramSocket ds) throws SocketException {
        this.socket = ds;
    }
    public void halt() {
        this.stopped = true;
    }
    public DatagramSocket getSocket(){
        return socket;
    }
    public void run() {
        byte[] buffer = new byte[65507];
        while (true) {
            if (stopped) return;
            DatagramPacket dp = new DatagramPacket(buffer, buffer.length);
            try {
                socket.receive(dp);
                String s = new String(dp.getData(), 0, dp.getLength());
                System.out.println(s);
                Thread.yield();
            } catch (IOException ex) {System.err.println(ex); }
        }
    }
}
```

# Autres méthodes

- ❑ `public void close( )`
- ❑ `public int getLocalPort( )`
- ❑ `public InetAddress getLocalAddress( )`
- ❑ `public SocketAddress getLocalSocketAddress( )`
- ❑ `public void connect(InetAddress host, int port)`
- ❑ `public void disconnect( )`
- ❑ `public int getPort( )`
- ❑ `public InetAddress getInetAddress( )`
- ❑ `public InetAddress getRemoteSocketAddress( )`

# Options

- ❑ **SO\_TIMEOUT**
  - ❖ `public synchronized void setSoTimeout(int timeout) throws SocketException`
  - ❖ `public synchronized int getSoTimeout( ) throws IOException`
- ❑ **SO\_RCVBUF**
  - ❖ `public void setReceiveBufferSize(int size) throws SocketException`
  - ❖ `public int getReceiveBufferSize( ) throws SocketException`
- ❑ **SO\_SNDBUF**
  - ❖ `public void setSendBufferSize(int size) throws SocketException`
  - ❖ `int getSendBufferSize( ) throws SocketException`
- ❑ **SO\_REUSEADDR** (plusieurs sockets sur la même adresse)
  - ❖ `public void setReuseAddress(boolean on) throws SocketException`
  - ❖ `boolean getReuseAddress( ) throws SocketException`
- ❑ **SO\_BROADCAST**
  - ❖ `public void setBroadcast(boolean on) throws SocketException`
  - ❖ `public boolean getBroadcast( ) throws SocketException`

# Multicast socket (UDP)

- public class **MulticastSocket** extends [DatagramSocket](#)
- Constructeur:
  - MulticastSocket()
  - MulticastSocket(int port)



- Groupe formé sur une adresse IP de classe D
- Classe D: entre 224.0.0.0 et 255.255.255.255)
- Adresse 224.0.0.0 réservée
- Méthodes gestion groupe
  - void joinGroup(InetAddress mcastaddr)
  - void leaveGroup(InetAddress mcastaddr)

# Exemple

```
InetAddress multicastAddress ; // Une adresse IP speciale  
MulticastSocket socket ;
```

```
    /* creation: */  
    socket = new MulticastSocket (port) ;
```

```
    /* Adresse IP multicast pour envoyer dans le reseau  
local : */  
    multicastAddress = InetAddress.getByName  
("230.1.1.66") ;
```

```
    /* Indiquer qu'on veut recevoir les paquets a  
destination de cette adresse de groupe : */  
    socket.joinGroup (multicastAddress) ;
```

# Exemple ( suite)

```
ByteBuffer b = ByteBuffer.allocate(1400) ;  
String msg = "envoi" ; b.put (msg.getBytes()) ;  
b.flip () ; /* limit devient la position courante et position est mis a 0 */  
  
/* Le paquet : Une adresse IP, un port et des octets... */  
DatagramPacket datagram = new DatagramPacket (b.array(), b.limit()) ;  
SocketAddress dest = new InetSocketAddress (multicastAddress, port) ;  
datagram.setSocketAddress (dest) ;  
try {  
    socket.send (datagram) ;  
} catch (IOException e) { System.err.println (e) ; }  
}
```