

# Server (TCP/IP)

## Concept:

A SERVER is a network structure that can accept connections from CLIENTS (think about restaurant servers). Once a client connects, the SERVER can read (listen) and write (talk) messages to exchange information.

- You must declare the PORT of the server in your code.
- The server IP ADDRESS is the same as the computer IP.

## Code:

```
// import
import processing.net.*;

// declare
Server myServer;

int serverPORT = 12345;

setup() {
  myServer = new Server(this, serverPORT);
}

draw() {
  // read CLIENT data here -- poll OR use event handlers
  // write messages to CLIENT(s) here
  // see examples for details
}
```

## Examples:

Week\_2: basicServer, greyScaleServer, rgbServer

## Details:

<http://processing.org/reference/libraries/net/index.html>

