

Client (TCP/IP)



Concept:

A CLIENT is a network structure that can make connections to running SERVERS. Once connected to a server, CLIENTs can read (listen) and write (talk) messages to exchange information.

- CLIENTs need to know the IP ADDRESS and PORT of the SERVER to connect.

Code:

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

// declare
Client myClient;
String serverIP = "127.0.0.1";
int serverPORT = 12345;

setup() {
  myClient = new Client(this, serverIP, serverPORT);
}

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

Examples:

Week_2: basicClient, greyScaleClient, rgbClient

Details:

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