

Create a TCP/IP network

Concept:

The [processing.net.*](http://processing.org/reference/libraries/net/index.html) library makes it easy to write data across machines on the internet. **SERVER** and **CLIENT** objects can read from and write to each other once a connection is made. You should be able to identify the basic structures seen below in all of our server/client examples.

Code:

```
// basicServer

import processing.net.*;

Server myServer;

int serverPORT = 12345;

int dataToSend = 0;

void setup() {
    size(200, 200);

    myServer = new Server(this, serverPORT);
}

void draw() {

    dataToSend = (dataToSend + 1)%255;
    myServer.write(dataToSend);

    background(dataToSend);
}
```

PORTS MUST ALSO MATCH

```
// basicClient

import processing.net.*;

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

int dataReceived;

void setup() {
    size(200, 200);

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

void draw() {

    if (myClient.available() > 0) { // poll for data
        dataReceived = myClient.read();
    }

    background(dataReceived);
}
```

CLIENT IP must match the SERVER IP

Examples:

Week_2: all files.

Details:

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

