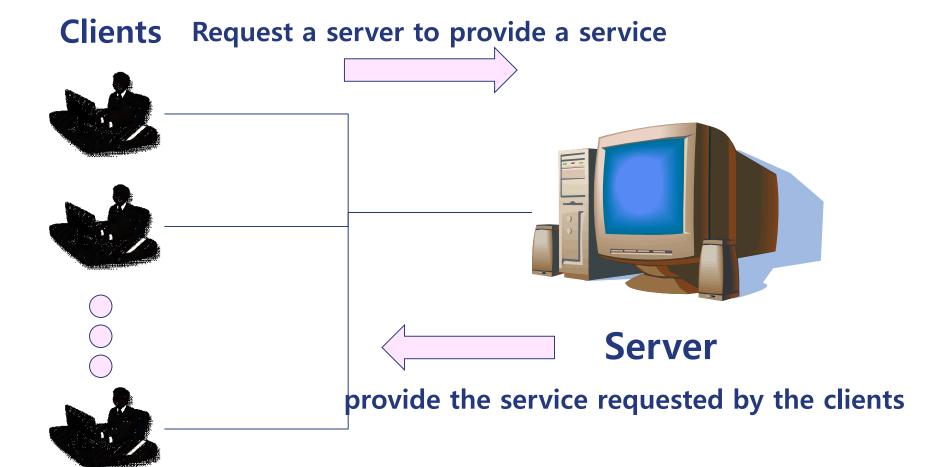
Network Programming

- Client-Server Model
- Host and Port
- Socket
- Implementing Client
- Implementing Server
- Implementing Server for Multiple Clients
- Getting Web Data



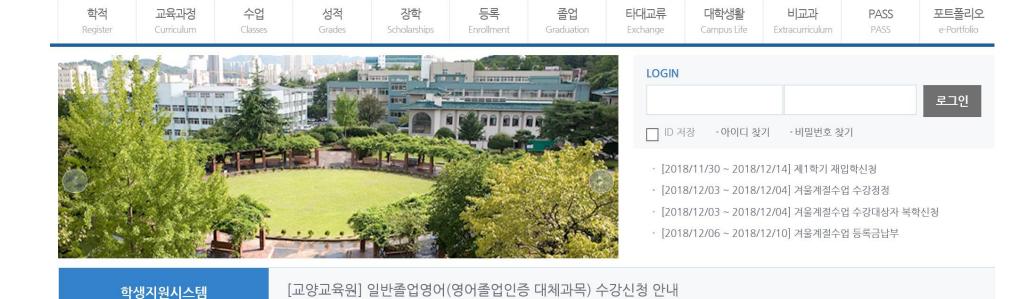
Client-Server Model



Client-Server Model: Examples

- Many services are provided in the form of Client-Server
 - Web-based Services
 - Games

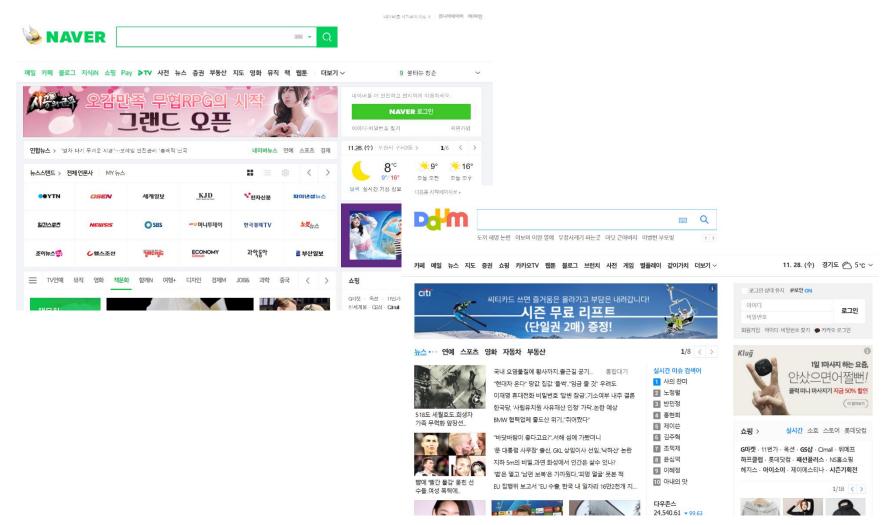
Web-based Services



공지사항	Q&A	FAQ	+	개인화 바로가기 서비스	•
- 2019학년도 학생회선거 안내			2018-11-27	· 로그인 하셔야만 사용할 수 있습니다.	
ㆍ ┡ [학사과]2018학년도 겨울계절수업 1차 폐강강좌 통보 및 1차 수강정정 안내			2018-11-20		
- 🗎 [학사과] 2018학년도 겨울계절수업 개설강좌 확정 및 수강신청 안내			2018-11-05		
- [교양교육원] 일반졸업영어(영어졸업인증 대체과목) 수강신청 안내			2018-11-05		



Web-based Services





Games







Host and Port

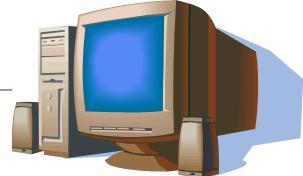
- Host is used to address the server.
- Port is used to specify a particular service of a server

10 serves KartRider 20 serves StarCraft II

•••



Kart Rider



Tr

Try to use 20

Try to use 10

Star Crafter

IP Address: 164.125.000.000

Powerful Game Server



Well-known Ports

Many port numbers are reserved for standard services

Port	Service	
7	Echo	
13	DayTime	
20, 21	FTP	
22	Secure Shell	
23	Telnet	
25	SMTP	
80	HTTP	
111	Sun RPC	

For a complete list, visit Port Numbers by The Internet Assigned Numbers Authority (IANA) (http://www.iana.org/assignments/portnumbers)



DayTime Service at 13

Microsoft Telnet> op time-A.nist.gov 13 연결 대상 time-A.nist.gov... 59123 20-10-01 16:56:35 32 0 0 844.2 UTC(NIST) *

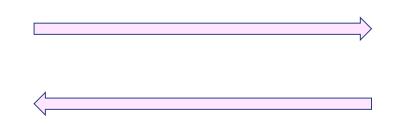
호스트에 대한 연결을 잃었습니다.

계속 진행하려면 아무 키나 누르십시오...

Socket

- Socket indicates the end point of communication between client and server
- Socket consists of host and port







Client Socket

host: client host

Port: client port

Server Socket

•Host: time-A.timefreq.bldrdoc.gov

•Port: 13

DayTime Service

DayTime service returns the time.



connect(time-A.timefreq.bldrdoc.gov, 13)

· ·



59123 20-10-01 16:56:35 32 0 0 844.2 UTC(NIST) *

Client Socket

Server Socket

host: client host

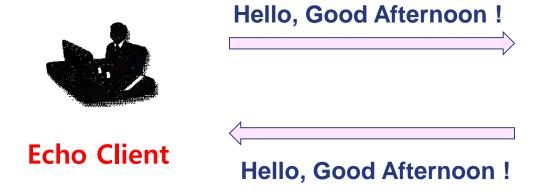
Port: client port

•Host: time-A.timefreq.bldrdoc.gov

•Port: 13

```
import java.io.IOException;
import java.net.Socket;
                                                         Client for DayTime Service
import java.util.Scanner
public class DayTimeClient {
  public static void main(String[] args) {
   try { // Creates a stream socket and connects it to the port on the host.
     Socket socket = new Socket("time-A.timefreq.bldrdoc.gov", 13);
     // Socket(String host, int port) throws UnknownHostException, IOException
     System.out.println(socket.getInetAddress() + " " + socket.getPort());
     System.out.println(socket.getLocalAddress().getHostAddress() +
       + socket.getLocalPort());
     try ( Scanner in = new Scanner(socket.getInputStream()) ) {
       while ( in.hasNextLine() ) {
        String line = in.nextLine();
                                              time-A.timefreq.bldrdoc.gov/132.163.96.1 13
        System.out.println(line);
                                               164.125.34.145 1120
                                              59123 20-10-01 16:56:35 32 0 0 844.2 UTC(NIST) *
     finally { socket.close(); }
   catch ( IOException e ) { e.printStackTrace(); }
   // UnknownHostException is a subclass of IOException
```

Echo Service





Implementing Echo Server

```
import java.io.*;
import java.net.*;
import java.util.*;
public class EchoServer {
 public static void main(String[] args ) {
    try {
      ServerSocket s = new ServerSocket(8189);
      // Creates a server socket, bound to the specified port.
      // should avoid the conflict with the well-known ports
      // ServerSocket wait for a connection from a client at 8189
       Socket incoming = s.accept();
      // Listens for a connection to be made to this socket and accepts it.
      // This method blocks the current thread until the connection is made
      InetAddress clientAddress = incoming.getInetAddress() ;
       System.out.printf("Request from %s[%s] has been accepted!\n",
          clientAddress.getHostName(), clientAddress.getHostAddress());
```

```
try {
    InputStream inStream = incoming.getInputStream();
    OutputStream outStream = incoming.getOutputStream();
    Scanner in = new Scanner(inStream);
    PrintWriter out = new PrintWriter(outStream, true /* autoFlush */);
    out.println( "Hello! Enter BYE to exit." );
    // echo client input
    boolean done = false;
    while (!done && in.hasNextLine()) {
       String line = in.nextLine(); // read a line of text from the client
       out.println("Echo: " + line); // echo it back to the client
       if ( line.trim().equals("BYE") ) done = true;
  finally { incoming.close(); }
catch (IOException e) { e.printStackTrace(); }
```

Serving Multiple Clients

```
import java.io.*;
import java.net.*;
import java.util.*;
public class ThreadedEchoServer {
  public static void main(String[] args ) {
    try {
      int i = 1;
       ServerSocket s = new ServerSocket(8189);
       while (true) {
         Socket incoming = s.accept();
         System.out.println("Spawning " + i);
         Runnable r = new ThreadedEchoHandler(incoming, i);
         Thread t = new Thread(r); t.start();
         i++;
    catch (IOException e) { e.printStackTrace(); }
```

```
class ThreadedEchoHandler implements Runnable {
 private Socket incoming;
 private int counter;
 public ThreadedEchoHandler(Socket i, int c) { incoming = i; counter = c; }
 public void run() {
    try {
       try {
         InputStream inStream = incoming.getInputStream();
         OutputStream outStream = incoming.getOutputStream();
         Scanner in = new Scanner(inStream);
         PrintWriter out = new PrintWriter(outStream, true /* autoFlush */);
         out.println( "Hello! Enter BYE to exit." );
         boolean done = false;
         while (!done && in.hasNextLine()) {
            String line = in.nextLine();
           out.println("Echo: " + line);
           if ( line.trim().equals("BYE") ) done = true;
       finally { incoming.close(); }
    catch ( IOException e ) { e.printStackTrace(); }
```

Socket Timeouts

```
Socket(String host, int port)
// can block indefinitely until an initial connection is established

Socket s = new Socket();
s.connect(new InetSocketAddress(host, port), timeout); // SocketTimeoutException
// Connects this socket to the server with a specified timeout value.
// A timeout of zero is interpreted as an infinite timeout.
```

```
Socket s = new Socket( ... ) ;
s.setSoTimeout(10000) ; // time out after 10 seconds
// all subsequent read and write operations throw SocketTimeoutException
// when the timeout has been reached
try {
   Scanner in = new Scanner(s.getInputStream()) ;
   String line = in.nextLine() ;
   ...
}
catch ( SocketTimeoutException e ) { time out occurred }
```

Getting Web Data

```
public class URLConnectionTest {
 public static void main(String[] args) {
    try {
       URL url = new URL("https://www.pusan.ac.kr/kor");
       URLConnection connection = url.openConnection();
      connection.connect();
      // print header fields
       Map < String, List < String >> headers = connection.getHeaderFields();
      for (Map.Entry<String, List<String>> entry : headers.entrySet())
          System.out.println(entry.getKey() + ": " + entry.getValue());
      // print first ten liens of the contents
      try (Scanner in = new Scanner(connection.getInputStream())) {
          for (int n = 1; in.hasNextLine() && n <= 10; n++)
             System.out.println(in.nextLine());
          if (in.hasNextLine()) System.out.println(". . .");
    } catch (IOException e) { e.printStackTrace(); }
```

Getting Web Data

```
Transfer-Encoding: [chunked]
Keep-Alive: [timeout=10, max=100]
null: [HTTP/1.1 200 OK]
Connection: [Keep-Alive]
Pragma: [no-cache]
Date: [Thu, 01 Oct 2020 12:53:27 GMT]
X-Frame-Options: [ALLOW-FROM https://dv.pusan.ac.kr/]
Cache-Control: [no-store, no-cache, must-revalidate, post-check=0, pre-check=0]
Set-Cookie: [JSESSIONID=0000HbvjyMHxOXgSs2wyJP22dXS:-1; Path=/; HttpOnly]
Expires: [Sat, 31 Aug 2019 13:12:12 KST]
Content-Language: [ko]
Content-Type: [text/html; charset=UTF-8]
X-Powered-By: [Servlet/3.0]
<!doctype html>
<html lang="ko">
<head>
<!-- don touch!! -->
<meta http-equiv="Content-Type" content="text/html; charset=utf-8" />
<meta http-equiv="X-UA-Compatible" content="IE=edge" />
<meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1;">
```

Q&A