SER 321 B Session

SI Session

Tuesday, April 1st 2025

10:00 am - 11:00 am MST

Agenda

- Connections
- JSON Recognition
- TCP v. UDP Matching
- Making your Code Robust
- Sockets & Client-Server Intro

SI Session Expectations

Thanks for coming to the **SER 321** SI session. We have a packed agenda and we are going to try to get through as many of our planned example problems as possible. This session will be recorded and shared with others.

- If after this you want to see additional examples, please visit the drop-in tutoring center.
- We will post the link in the chat now and at the end of the session.
  - tutoring.asu.edu
- Please keep in mind we are recording this session and it will be made available for you to review 24-48 hours after this session concludes.
- Finally, please be respectful to each other during the session.

Interact with us:

Zoom Features

Zoom Chat

- Use the chat feature to interact with the presenter and respond to presenter's questions.
- Annotations are encouraged

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Connections

Connections!

Assign 3-1 Starter Code

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JSON

Which of the following would be a valid response?

```
{
    "type" : "echo", -- echoes the initial response
    "ok" : <bool>, -- true or false depending on request
    "echo" : <String>,  -- echoed String if ok true
    "message" : <String>,  -- error message if ok false
}
```

Echo General Response

A.
```
{
    “type” : “echo”,
    “echo” : <String>
}
```

B.
```
{
    “type” : “echo”,
    “ok” : false,
    “echo” : <String>
}
```

C.
```
{
    “type” : “echo”,
    “message” : <String>
}
```

D.
```
{
    “type” : “echo”,
    “ok” : true,
    “echo” : <String>
}
```

Assign 3-1 Starter Code

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JSON

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Echo General Response

Why are the others invalid?

A.
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```
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    “message” : <String>
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```

D.
```
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    “type” : “echo”,
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Assign 3-1 Starter Code

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JSON

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Echo General Response

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    “ok” : false,
    “message” : <String>
}
```

C.
```
{
    “type” : “echo”,
    “ok” : false
}
```

D.
```
{
    “type” : “echo”,
    “ok” : true,
    “message” : <String>
}
```

Assign 3-1 Starter Code

Which of the following would be a valid response?

SER 321

JSON

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    "type" : "echo", -- echoes the initial response
    "ok" : <bool>, -- true or false depending on request
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    "message" : <String>,  -- error message if ok false
}
```

Echo General Response

Why are the others invalid?

A.
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    “type” : “echo”,
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```
{
    “type” : “echo”,
    “ok” : false,
    “message” : <String>
}
```

C.
```
{
    “type” : “echo”,
    “ok” : false
}
```

D.
```
{
    “type” : “echo”,
    “ok” : true,
    “message” : <String>
}
```

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TCP vs. UDP Matching

Unreliable

TCP

OR

UDP

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TCP vs. UDP Matching

Connection-Oriented

TCP

Reliable

OR

UDP

Unreliable

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TCP vs. UDP Matching

Uses Streams

TCP	OR	UDP
Reliable		Unreliable
Connection-Oriented		Connectionless

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TCP vs. UDP Matching

Has Less Overhead

TCP	OR	UDP
Reliable		Unreliable
Connection-Oriented		Connectionless
Uses Streams		Uses Datagrams

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TCP vs. UDP Matching

Has Less Overhead

TCP	OR	UDP
Reliable		Unreliable
Connection-Oriented		Connectionless
Uses Streams		Uses Datagrams
Has More Overhead		Has Less Overhead

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Making your Code Robust

What do we mean when we say “make sure your code is robust”?

Error Handling

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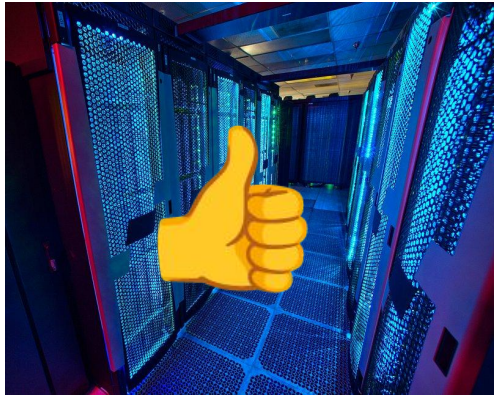
Making your Code Robust

What do we mean when we say “make sure your code is robust”?

You

Buddy



Sockets/Echo_Java

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Making your Code Robust

What do we mean when we say “make sure your code is robust”?

```
PS C:\ASU\SER321\examples_repo\ser321examp
les\Sockets\Echo_Java> gradle runServer

> Task :runServer
Server ready for connections
Server waiting for a connection
Server connected to client
<==========----> 75% EXECUTING [24m 44s]
> :runServer
```

```
PS C:\ASU\SER321\examples_repo\ser321example
Starting a Gradle Daemon, 1 busy and 3 stopp

> Task :runClient
Connected to server at localhost:9099
String to send>
<==========----> 75% EXECUTING [24m 25s]
> :runClient
```

Ctrl + C

What do you think will happen?

Sockets/Echo_Java

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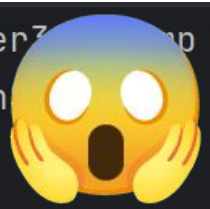
Making your Code Robust

We crashed the server!



```
PS C:\ASU\SER321\examples_repo\ser3...p
les\Sockets\Echo_Java> gradle run
```

```
Server ready for connections
Server waiting for a connection
Server connected to client
java.net.SocketException: Connection rese
        at java.base/sun.nio.ch.NioSocketImpl.implRead(NioSocketImpl.java:320)
        at java.base/sun.nio.ch.NioSocketImpl.read(NioSocketImpl.java:347)
        at java.base/sun.nio.ch.NioSocketImpl$1.read(NioSocketImpl.java:800)
        at java.base/java.net.Socket$SocketInputStream.read(Socket.java:966)
        at Server.main(Server.java:48)

Deprecated Gradle features were used in this build, making it incompatible with
Gradle 8.0.
```

```
PS C:\ASU\SER321\examples_repo\ser321example
Starting a Gradle Daemon, 1 busy and 3 stopp
```

```
PS C:\ASU\SER321\examples_repo\ser321examples\Sockets\Echo_Java> g
ient
Starting a Gradle Daemon, 1 busy and 3 stopped Daemons could not b
se --status for details

> Task :runClient
Connected to server at localhost:9099
String to send>
<=========----> 75% EXECUTING [24m 43s]
> :runClient
Terminate batch job (Y/N)? y
PS C:\ASU\SER321\examples_repo\ser321examples\Sockets\Echo_Java>
```

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Making your Code Robust

What happened?

Sockets/Echo_Java

```
while(true) {
        System.out.println("Server waiting for a connection");
        clientSock = sock.accept(); // blocking wait
        PrintWriter out = new PrintWriter(clientSock.getOutputStream(), autoFlush: true);
        InputStream input = clientSock.getInputStream();
        System.out.println("Server connected to client");
        int numr = input.read(clientInput, off: 0, bufLen);
        while (numr != -1) {
          String received = new String(clientInput, offset: 0, numr);
          System.out.println("read from client: " + received);
          out.println(received);
          numr = input.read(clientInput, off: 0, bufLen);
        }
        input.close();
        clientSock.close();
        System.out.println("Socket Closed.");
}
```

We saw this…

Then got a SocketException stacktrace…

Let's zoom out a bit…

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Making your Code Robust

This *assumes* we read from the stream with no problems

If we have a problem, we just throw the error to the console and quit!

Sockets/Echo_Java

We saw this…

```
try {
        if (args.length != 1) {...}
        int port = -1;
        try {...} catch (NumberFormatException nfe) {...}
        Socket clientSock;
        ServerSocket sock = new ServerSocket(port);
        System.out.println("Server ready for connections");

        int bufLen = 1024;
        byte clientInput[] = new byte[bufLen]; // up to 1024 bytes in a message.
        while(true) {
                System.out.println("Server waiting for a connection");
                clientSock = sock.accept(); // blocking wait
                PrintWriter out = new PrintWriter(clientSock.getOutputStream(), autoFlush: true);
                InputStream input = clientSock.getInputStream();
                System.out.println("Server connected to client");
                int numr = input.read(clientInput, off: 0, bufLen);
                while (numr != -1) {
                  String received = new String(clientInput, offset: 0, numr);
                  System.out.println("read from client: " + received);
                  out.println(received);
                  numr = input.read(clientInput, off: 0, bufLen);
                }
                input.close();
                clientSock.close();
                System.out.println("Socket Closed.");
        }
} catch(Exception e) {
        e.printStackTrace();
}
```

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Making your Code Robust

What can we do to keep our server from crashing?

Error Handling!

Sockets/Echo_Java

```
try {
        if (args.length != 1) {...}
        int port = -1;
        try {...} catch (NumberFormatException nfe) {...}
        Socket clientSock;
        ServerSocket sock = new ServerSocket(port);
        System.out.println("Server ready for connections");

        int bufLen = 1024;
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        while(true) {
                System.out.println("Server waiting for a connection");
                clientSock = sock.accept(); // blocking wait
                PrintWriter out = new PrintWriter(clientSock.getOutputStream(), autoFlush: true);
                InputStream input = clientSock.getInputStream();
                System.out.println("Server connected to client");
                int numr = input.read(clientInput, off: 0, bufLen);
                while (numr != -1) {
                  String received = new String(clientInput, offset: 0, numr);
                  System.out.println("read from client: " + received);
                  out.println(received);
                  numr = input.read(clientInput, off: 0, bufLen);
                }
                input.close();
                clientSock.close();
                System.out.println("Socket Closed.");
        }
} catch(Exception e) {
        e.printStackTrace();
}
```

Sockets/Echo_Java

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Making your Code Robust

```
while(true) {
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        InputStream input = clientSock.getInputStream();
        System.out.println("Server connected to client");
        int numr = input.read(clientInput, off: 0, bufLen);
        while (numr != -1) {
          String received = new String(clientInput, offset: 0, numr);
          System.out.println("read from client: " + received);
          out.println(received);
          numr = input.read(clientInput, off: 0, bufLen);
        }
        input.close();
        clientSock.close();
        System.out.println("Socket Closed.");
}
```

SER 321

Making your Code Robust

Sockets/Echo_Java

```
while (true) {
    System.out.println("Server waiting for a connection");
    clientSock = sock.accept(); // blocking wait
    PrintWriter out = new PrintWriter(clientSock.getOutputStream(), autoFlush: true);
    InputStream input = clientSock.getInputStream();
    System.out.println("Server connected to client");
    int numr = -1;
    try {
        numr = input.read(clientInput, off: 0, bufLen);
    } catch (SocketException e) {
        System.out.println("Client disconnected.");
        break;
    }

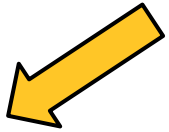
    while (numr != -1) {
        String received = new String(clientInput, offset: 0, numr);
        System.out.println("read from client: " + received);
        out.println(received);
        numr = input.read(clientInput, off: 0, bufLen);
    }
    input.close();
    clientSock.close();
    System.out.println("Socket Closed.");
}
```

Sockets/SimpleProtocolWithSomeErrorHandling

Sockets/SimpleProtocolWithSomeErrorHandling

SER 321

Making your Code Robust



```
static JSONObject testField(JSONObject req, String key, String type){
  JSONObject res = new JSONObject();
  // field does not exist
  if (!req.has(key)){
    res.put("ok", false);
    res.put("message", "Field " + key +
            " does not exist in request");
    return res;
  }
  System.out.println(req.get(key).getClass().getName());
  // field does not have correct type
  if (!req.get(key).getClass().getName().equals(type)){
    res.put("message", "Field " + key +
            " needs to be of type: " + type);
    res.put("ok", false);
    return res.put("ok", false);
  } else {
    return res.put("ok", true);
  }
}
```

```
while (true){
  System.out.println("Server waiting for a connection");
  sock = serv.accept(); // blocking wait
  in = new ObjectInputStream(sock.getInputStream());
  OutputStream out = sock.getOutputStream();
  os = new DataOutputStream(out);
  String s = (String) in.readObject();
  JSONObject req = new JSONObject(s);

  JSONObject res =
          testField(req, key: "type", type: "java.lang.String");
  if (!res.getBoolean( key: "ok")) {
    overandout(res);
    continue;
  }

  // check which request it is (could also be a switch statement)
  if (req.getString( key: "type").equals("echo")) {
    res = echo(req);
  } else if (req.getString( key: "type").equals("add")) {
    res = add(req);
  } else if (req.getString( key: "type").equals("addmany")) {
    res = addmany(req);
  } else {
    res = wrongType(req);
  }
  overandout(res);
}
```

Sockets/SimpleProtocolWithSomeErrorHandling

SER 321

Making your Code Robust

```
static JSONObject testField(JSONObject req, String key, String type){
  JSONObject res = new JSONObject(
  // field does not exist
  if (!req.has(key)){
    res.put("ok", false);
    res.put("message", "Field " +
            " does not exist in re
    return res;
  }
  System.out.println(req.get(key).getClass().getName());
  // field does not have correct type
  if (!req.get(key).getClass().getName().equals(type)){
    res.put("message", "Field " + key +
            " needs to be of type: " + type);
    res.put("ok", false);
    return res.put("ok", false);
  } else {
    return res.put("ok", true);
  }
}
```

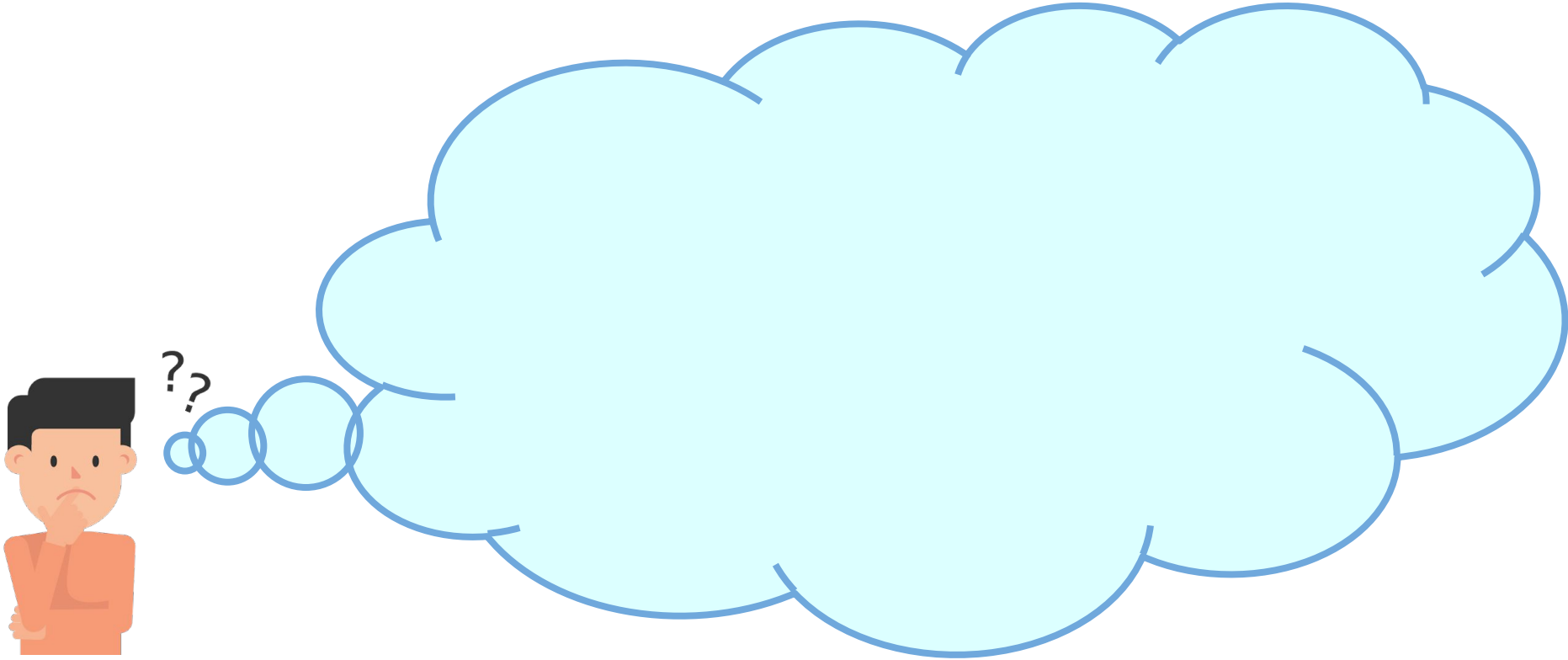
```
while (true){
  System.out.println("Server waiting for a connection");
  sock = serv.accept(); // blocking wait
  in = new ObjectInputStream(sock.getInputStream());
  OutputStream out = sock.getOutputStream();
  os = new DataOutputStream(out);
  String s = (String) in.readObject();
```

```
static JSONObject wrongType(JSONObject req){  1 usage
  JSONObject res = new JSONObject();
  res.put("ok", false);
  res.put("message", "Type " + req.getString( key: "type") + " not supported.");
  return res;
}
```

```
  // check which request it is (could also be a switch statement)
  if (req.getString( key: "type").equals("echo")) {
    res = echo(req);
  } else if (req.getString( key: "type").equals("add")) {
    res = add(req);
  } else if (req.getString( key: "type").equals("addmany")) {
    res = addmany(req);
  } else {
    res = wrongType(req);
  }
  overandout(res);
}
```

SER 321
Sockets!

What do we need for a client/server connection?



SER 321
Client/Server

Think Fast - Client or Server?

```
String host = args[0];
Socket server = new Socket(host, port);
System.out.println("Connected to server at " + host + ":" + port);
```

SER 321
Client/Server

Think Fast - Client or Server?

```
Socket clientSock;
ServerSocket sock = new ServerSocket(port);
System.out.println("Server ready for connections");
```

SER 321
Client/Server

Think Fast - Client or Server?

```
try {
  sock = new Socket(host,  port: 8888);
  OutputStream out = sock.getOutputStream();
  ObjectOutputStream os = new ObjectOutputStream(out);
  os.writeObject( message);
  os.writeObject( number);
  os.flush();

  ObjectInputStream in = new ObjectInputStream(sock.getInputStream());
  String i = (String) in.readObject();
  System.out.println(i);
  sock.close();
} catch (Exception e) {e.printStackTrace();}
```

SER 321
Client/Server

Think Fast - Client or Server?

```
try {
  ServerSocket serv = new ServerSocket( port: 8888);
  for (int rep = 0; rep < 3; rep++){
    sock = serv.accept();
    ObjectInputStream in = new ObjectInputStream(sock.getInputStream());

    String s = (String) in.readObject();
    System.out.println("Received the String "+s);
    Integer i = (Integer) in.readObject();
    System.out.println("Received the Integer "+ i);

    OutputStream out = sock.getOutputStream();
    ObjectOutputStream os = new ObjectOutputStream(out);
    os.writeObject("Got it!");
    os.flush();
  }
} catch(Exception e) {e.printStackTrace();}
```

SER 321
Sockets!

Sockets allow our client and server to communicate!

Need to define **3 properties** before usage

Location	IP or DNS	142.251.46.206	www.google.com
Connection Semantics	TCP or UDP	Connection Oriented	Connectionless
Message Format	Protocol Specs	Synchronous	Asynchronous
		Stateless	Stateful
		Binary	Text
		Headers	No Headers

SER 321
Sockets!

Sockets allow our client and server to communicate!

Person

Conversation Flow

Conversation Content

l to define **3 properties** before usage

IP or DNS	142.251.46.206	www.google.com
TCP or UDP	Connection Oriented	Connectionless
Protocol Specs	Synchronous	Asynchronous
	Stateless	Stateful
	Binary	Text
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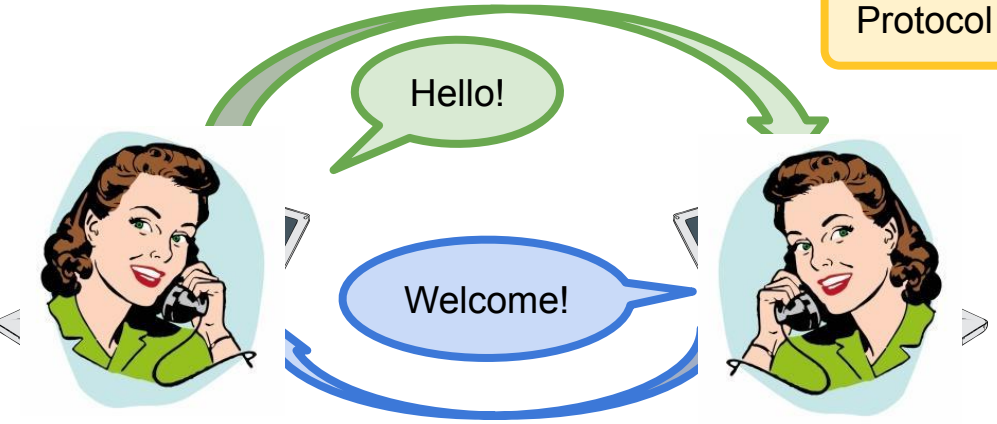


SER 321
Client Socket

Steps for the **Client Socket**

1.
2.
3.
4.
5.
6.
7.
8.

SER 321
Server Socket

Steps for the **Server Socket**

1.
2.
3.
4.
5.
6.
7.
8.
9.

SER 321
Server Socket

Java handles a few steps for us…

1. Define Params
2. Create Socket
3. **C ONLY** Create a struct for the address
3-5. Mark Socket to Listen
5. Mark Socket to Listen for Connections
6. Wait for Connection
7. Handle Client Connection
8. Close Client Connection
9. Continue Listening for Connections

Assign 3-1 Starter Code

SER 321

Server Socket

1. Define Params
2. Create Socket
3-5. Mark Socket to Listen
6. Wait for Connection
7. Handle Client Connection
8. Close Client Connection
9. Continue Listening

```
public static void main (String args[]) {

  if (args.length != 1) {
    System.out.println("Expected arguments: <port(int)>");
    System.exit( status: 1);
  }

  try {
    port = Integer.parseInt(args[0]);
  } catch (NumberFormatException nfe) {
    System.out.println("[Port|sleepDelay] must be an integer");
    System.exit( status: 2);
  }

  try {
    //open socket
    ServerSocket serv = new ServerSocket(port);
    System.out.println("Server ready for connections");

    /** Simple loop accepting one client and calling handling one request. */

    while (true){
      System.out.println("Server waiting for a connection");
      sock = serv.accept(); // blocking wait
      System.out.println("Client connected");
```

1

2 & 3-5

9

6

7

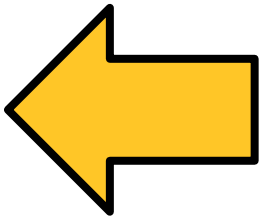
8

Assign 3-1 Starter Code

SER 321
Server Socket

What needs to be done here?

1. Define Params
2. Create Socket
3-5. Mark Socket to Listen
6. Wait for Connection
7. Handle Client Connection
8. Close Client Connection
9. Continue Listening



1

2

3

4

5

Assign 3-1 Starter Code

Echo_Java

SER 321

Server Socket

What needs to be done here?

Is input
from the client
or
to the client ?

1. Define Params

```
// setup the object reading channel
in = new ObjectInputStream(sock.getInputStream());

// get output channel
OutputStream out = sock.getOutputStream();

// create an object output writer (Java only)
os = new DataOutputStream(out);
```

1

2

3

4

5

```
clientSock = sock.accept(); // blocking wait
PrintWriter out = new PrintWriter(clientSock.getOutputStream(), autoFlush: true);
InputStream input = clientSock.getInputStream();
System.out.println("Server connected to client");
```

Assign 3-1 Starter Code

SER 321
Server Socket

What needs to be done here?

```
static void overandout() {
  try {
    os.close();
    in.close();
    sock.close();
  } catch(Exception e) {e.printStackTrace();}

}
```

```
try {
  s = (String) in.readObject();
} catch (Exception e) {
  System.out.println("Client disconnect");
  connected = false;
  continue;
}
```

1. Create input/output streams
2.
3.
4.
5.

Assign 3-1 Starter Code

SER 321

Server Socket

What needs to be done here?

```
JSONObject res = isValid(s);

if (res.has( key: "ok")) {
  writeOut(res);
  continue;
}

JSONObject req = new JSONObject(s);

res = testField(req,  key: "type");
if (!res.getBoolean( key: "ok")) {
  res = noType(req);
  writeOut(res);
  continue;
}
```

```
public static JSONObject isValid(String json) {
  try {
static JSONObject testField(JSONObject req, String key){
  JSONObject res = new JSONObject();

  // field does not exist
  if (!req.has(key)){
    res.put("ok", false);
    res.put("message", "Field " + key + " does not exist in request");
    return res;
  }
  return res.put("ok", true);
}
      return res;
    }
  }
  return new JSONObject();
}
```

Assign 3-1 Starter Code

Echo_Java

SER 321

Server Socket

What needs to be done here?

```
int numr = input.read(clientInput,  off: 0, bufLen);
```

```
String received = new String(clientInput,  offset: 0, numr);
System.out.println("read from client: " + received);
out.println(received);
```

```
if (req.getString( key: "type").equals("echo")) {
  res = echo(req);
} else if (req.getString( key: "type").equals("add")) {
  res = add(req);
} else if (req.getString( key: "type").equals("addmany")) {
  res = addmany(req);
} else {
  res = wrongType(req);
}
writeOut(res);
```

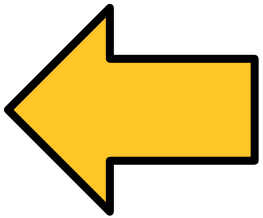
1. Create input/output streams
2. Check for disconnect
3. Check Protocol
4.
5.

Assign 3-1 Starter Code

SER 321
Server Socket

What needs to be done here?

1. Define Params
2. Create Socket
3-5. Mark Socket to Listen
6. Wait for Connection
7. Handle Client Connection
8. Close Client Connection
9. Continue Listening



1 Create input/output streams

2 Check for disconnect

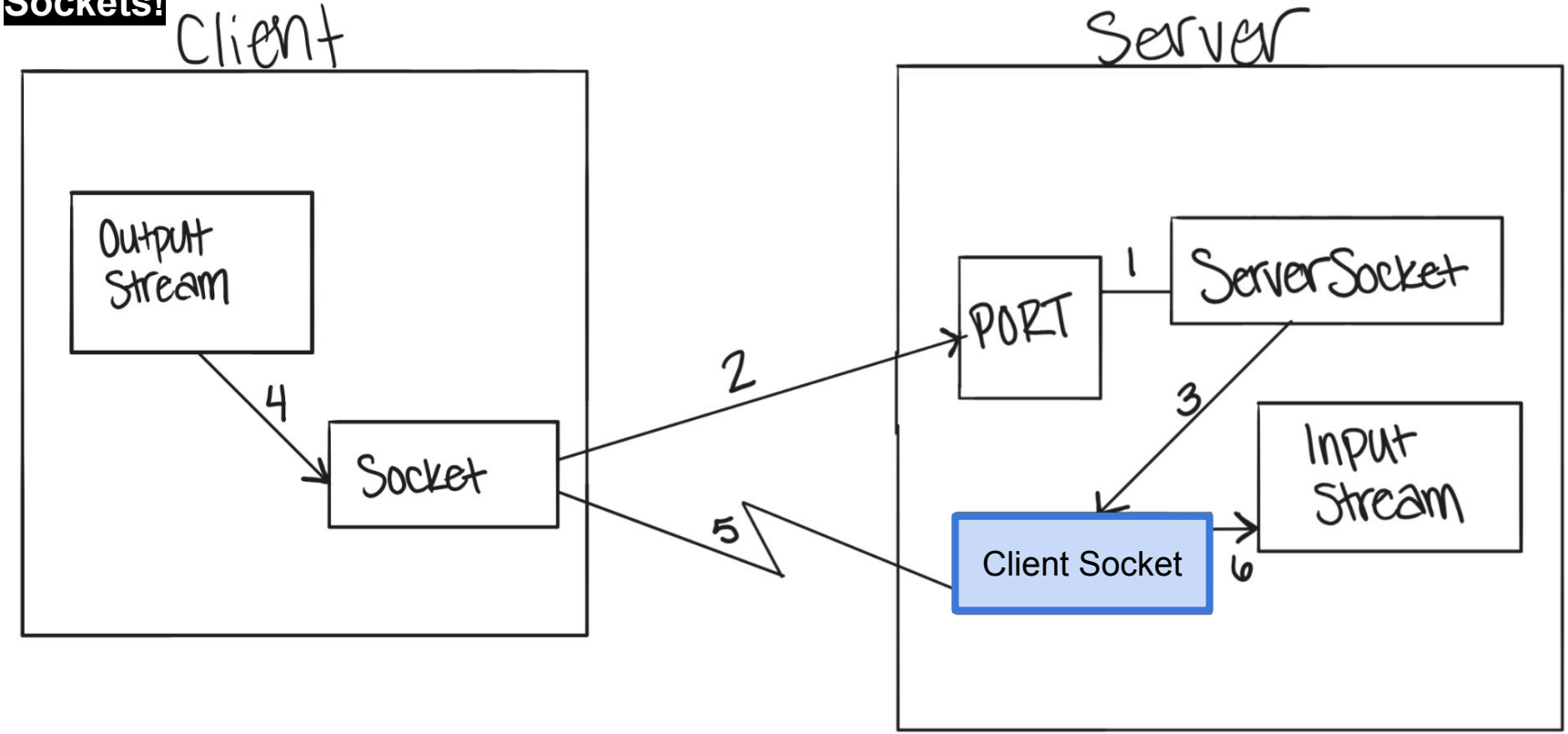
3 Check Protocol

4 Read Headers

5 Handle Accordingly

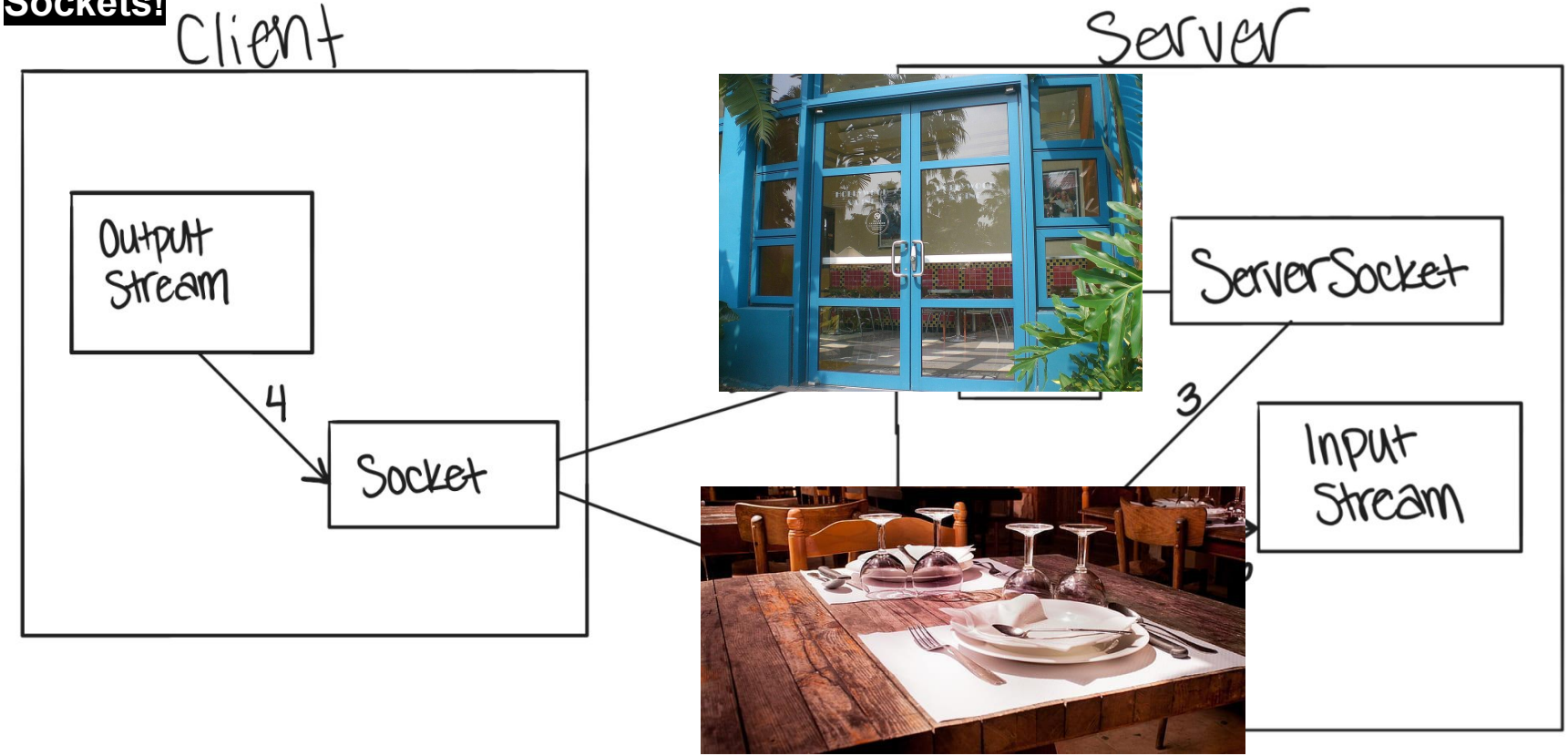
SER 321

Sockets!



SER 321

Sockets!



SER 321

Sockets!

Original

Sockets/Echo_Java

```java
try {
        if (args.length != 1) {
                System.out.println("Usage: gradle runServer -Pport=9099");
                System.exit( status: 0);
        }
        int port = -1;
        try {
                port = Integer.parseInt(args[0]);
        } catch (NumberFormatException nfe) {
                System.out.println("[Port] must be an integer");
                System.exit( status: 2);
        }
        Socket clientSock;
        ServerSocket sock = new ServerSocket(port);
        System.out.println("Server ready for connections");

        int bufLen = 1024;
        byte clientInput[] = new byte[bufLen]; // up to 1024 bytes in a message.
        while(true) {
                System.out.println("Server waiting for a connection");
                clientSock = sock.accept(); // blocking wait
                PrintWriter out = new PrintWriter(clientSock.getOutputStream(), autoFlush: true);
                InputStream input = clientSock.getInputStream();
                System.out.println("Server connected to client");
                int numr = input.read(clientInput, off: 0, bufLen);
                while (numr != -1) {
                  String received = new String(clientInput, offset: 0, numr);
                  System.out.println("read from client: " + received);
                  out.println(received);
                  numr = input.read(clientInput, off: 0, bufLen);
                }
```

Client

```java
String host = args[0];
Socket server = new Socket(host, port);
System.out.println("Connected to server at " + host + ":" + port);
InputStream input = server.getInputStream();
OutputStream output = server.getOutputStream();
BufferedReader stdin = new BufferedReader(new InputStreamReader(System.in));
```

SER 321
Sockets!

Modification

Sockets/Echo_Java

```java
try {
        if (args.length != 1) {...}
        int port = -1;
        try {
                port = Integer.parseInt(args[0]);
        } catch (NumberFormatException nfe) {
                System.out.println("[Port] must be an integer");
                System.exit( status: 2);
        }
        Socket clientSock;
        ServerSocket sock = new ServerSocket(port);
        System.out.println("Server ready for connections");
        System.out.println("Server is listening on port: " + port);
        System.out.println("-----");
        System.out.println("Values of the ServerSocket Object:");
        System.out.println("Inet Address: " + sock.getInetAddress());
        System.out.println("Local Port: " + sock.getLocalPort());

        int bufLen = 1024;
        byte clientInput[] = new byte[bufLen]; // up to 1024 bytes in a message.
        while(true) {
                System.out.println("Server waiting for a connection");
                clientSock = sock.accept();             // blocking wait

                PrintWriter out = new PrintWriter(clientSock.getOutputStream(), autoFlush: true);
                InputStream input = clientSock.getInputStream();
                System.out.println("Server connected to client");
                System.out.println("-----");
                System.out.println("Values of the Client Socket Object after Connection:");
                System.out.println("\tInet Address: " + clientSock.getInetAddress());
                System.out.println("\tLocal Address: " + clientSock.getLocalAddress());
                System.out.println("\tLocal Port: " + clientSock.getLocalPort());
                System.out.println("\tAllocated Client Socket (Port): " + clientSock.getPort());

                int numr = input.read(clientInput, off: 0, bufLen);
```

Client

```java
String host = args[0];
Socket server = new Socket(host, port);
System.out.println("Connected to server at " + host + ":" + port);
System.out.println("Values of the Socket Object for the Server:");
System.out.println("\tHost: " + server.getLocalAddress());
System.out.println("\tPort: " + server.getPort());
System.out.println("\tLocal Port: " + server.getLocalPort());
InputStream input = server.getInputStream();
OutputStream output = server.getOutputStream();
BufferedReader stdin = new BufferedReader(new InputStreamReader(System.in));
```

SER 321

Sockets!

```
> Task :runServer
Server ready for connections
Server is listening on port: 9099
-----
Values of the ServerSocket Object:
Inet Address: 0.0.0.0/0.0.0.0
Local Port: 9099
Server waiting for a connection
<==========----> 75% EXECUTING [10s]
> :runServer
```

Sockets/Echo_Java

```
try {
        if (args.length != 1) {...}
        int port = -1;
        try {
                port = Integer.parseInt(args[0]);
        } catch (NumberFormatException nfe) {
                System.out.println("[Port] must be an integer");
                System.exit( status: 2);
        }
        Socket clientSock;
        ServerSocket sock = new ServerSocket(port);
        System.out.println("Server ready for connections");
        System.out.println("Server is listening on port: " + port);
        System.out.println("-----");
        System.out.println("Values of the ServerSocket Object:");
        System.out.println("Inet Address: " + sock.getInetAddress());
        System.out.println("Local Port: " + sock.getLocalPort());

        int bufLen = 1024;
        byte clientInput[] = new byte[bufLen]; // up to 1024 bytes in a message.
        while(true) {
                System.out.println("Server waiting for a connection");
                clientSock = sock.accept();             // blocking wait

                PrintWriter out = new PrintWriter(clientSock.getOutputStream(), autoFlush: true);
                InputStream input = clientSock.getInputStream();
                System.out.println("Server connected to client");
                System.out.println("-----");
                System.out.println("Values of the Client Socket Object after Connection:");
                System.out.println("\tInet Address: " + clientSock.getInetAddress());
                System.out.println("\tLocal Address: " + clientSock.getLocalAddress());
                System.out.println("\tLocal Port: " + clientSock.getLocalPort());
                System.out.println("\tAllocated Client Socket (Port): " + clientSock.getPort());

                int numr = input.read(clientInput, off: 0, bufLen);
```

Client

```
Socket server = new Socket(host, port);
System.out.println("Connected to server at " + host + ":" + port);
System.out.println("Values of the Socket Object for the Server:");
System.out.println("\tHost: " + server.getLocalAddress());
System.out.println("\tPort: " + server.getPort());
System.out.println("\tLocal Port: " + server.getLocalPort());
InputStream input = server.getInputStream();
OutputStream output = server.getOutputStream();
BufferedReader stdin = new BufferedReader(new InputStreamReader(System.in));
```

SER 321

Sockets!

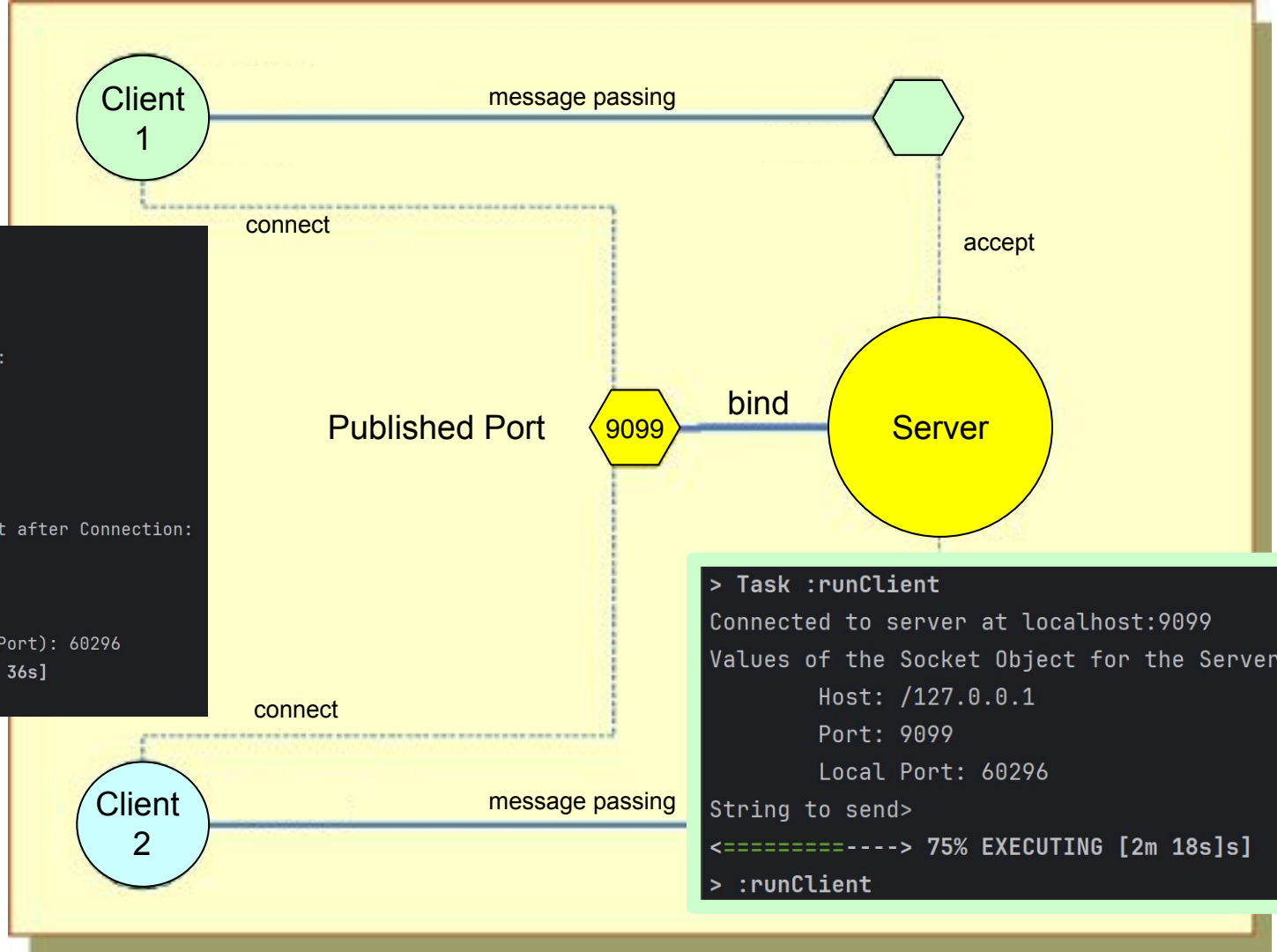
```
> Task :runServer
Server ready for connections
Server is listening on port: 9099
-----
Values of the ServerSocket Object:
Inet Address: 0.0.0.0/0.0.0.0
Local Port: 9099
Server waiting for a connection
Server connected to client
-----
Values of the Client Socket Object after Connection:
        Inet Address: /127.0.0.1
        Local Address: /127.0.0.1
        Local Port: 9099
        Allocated Client Socket (Port): 60296
<==========----> 75% EXECUTING [1m 13s]
> :runServer
```

Sockets/Echo_Java

```
> Task :runClient
Connected to server at localhost:9099
Values of the Socket Object for the Server:
        Host: /127.0.0.1
        Port: 9099
        Local Port: 60296
String to send>
<==========----> 75% EXECUTING [31s]
> :runClient
```

```
try {
        if (args.length != 1) {...}
        int port = -1;
        try {

        } catch

        }
        Socket
        ServerS
        System.
        System.
        System.
        System.
        System.
        System.

        int buf
        byte cl
         hile(t
                                                    System.out.println("Server waiting for a connection");
                                                    clientSock = sock.accept();                // blocking wait

                                                    PrintWriter out = new PrintWriter(clientSock.getOutputStream(), autoFlush: true);
                                                    InputStream input = clientSock.getInputStream();
                                                    System.out.println("Server connected to client");
                                                    System.out.println("-----");
                                                    System.out.println("Values of the Client Socket Object after Connection:");
                                                    System.out.println("\tInet Address: " + clientSock.getInetAddress());
                                                    System.out.println("\tLocal Address: " + clientSock.getLocalAddress());
                                                    System.out.println("\tLocal Port: " + clientSock.getLocalPort());
                                                    System.out.println("\tAllocated Client Socket (Port): " + clientSock.getPort());

                                                    int numr = input.read(clientInput, off: 0, bufLen);
```

SER 321
Sockets!




```
> Task :runServer
Server ready for connections
Server is listening on port: 9099
-----
Values of the ServerSocket Object:
Inet Address: 0.0.0.0/0.0.0.0
Local Port: 9099
Server waiting for a connection
Server connected to client
-----
Values of the Client Socket Object after Connection:
        Inet Address: /127.0.0.1
        Local Address: /127.0.0.1
        Local Port: 9099
        Allocated Client Socket (Port): 60296
<==========----> 75% EXECUTING [2m 36s]
> :runServer
```

```
> Task :runClient
Connected to server at localhost:9099
Values of the Socket Object for the Server:
        Host: /127.0.0.1
        Port: 9099
        Local Port: 60296
String to send>
<==========----> 75% EXECUTING [2m 18s]s]
> :runClient
```

Design of an RFID Vehicle Authentication System: A Case Study for Al-Nahrain University Campus - Scientific Figure on ResearchGate. Available from: https://www.researchgate.net/figure/Client-and-Server-Socket-Ports_fig4_282671198

SER 321

Scratch Space

Upcoming Events

SI Sessions:

- Thursday, April 3rd at 7:00 pm MST
- Sunday, April 6th at 7:00 pm MST
- Tuesday, April 8th at 10:00 am MST

Review Sessions:

- Sunday, April 27th at **6:00 pm** MST - **2 hour Exam Review Session**
- Tuesday, April 29th, at 10:00 am MST - **Q&A Session**

Questions?

Survey:

https://asuasn.info/ASNSurvey

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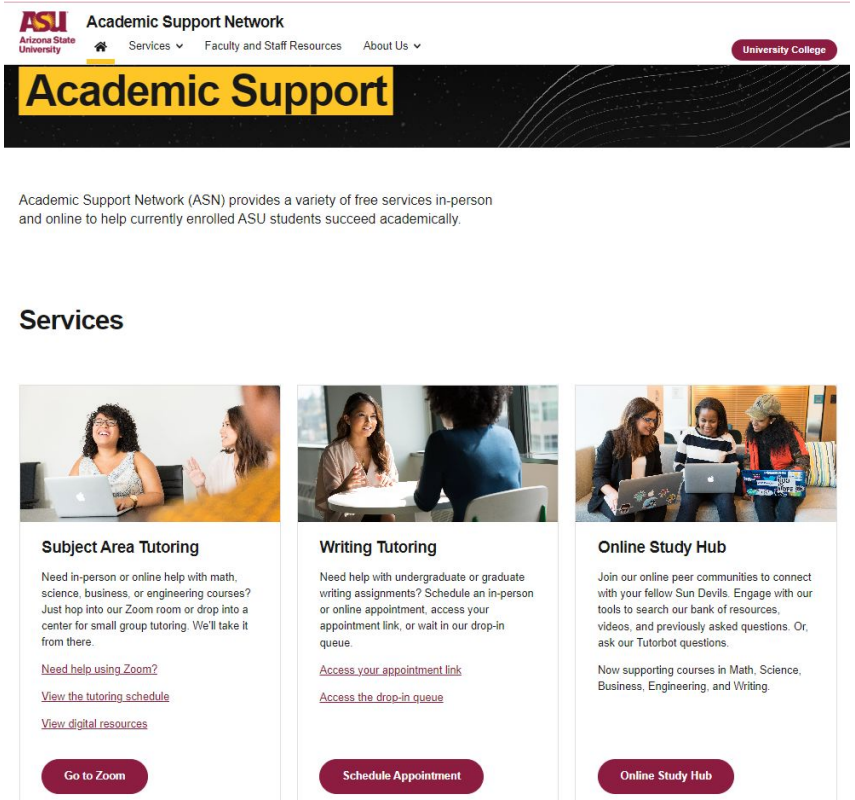
More Questions?

Check out our other resources!

tutoring.asu.edu

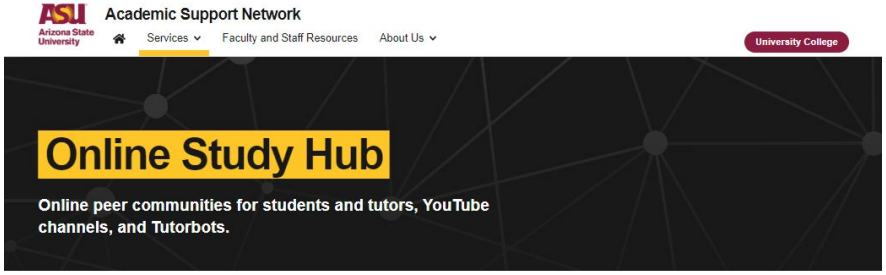


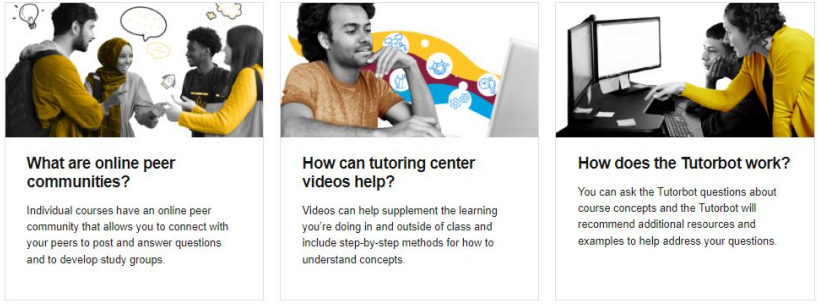
1. **Click on ‘Go to Zoom’ to log onto our Online Tutoring Center.**
2. **Click on ‘View the tutoring schedule’ to see when tutors are available for specific courses.**

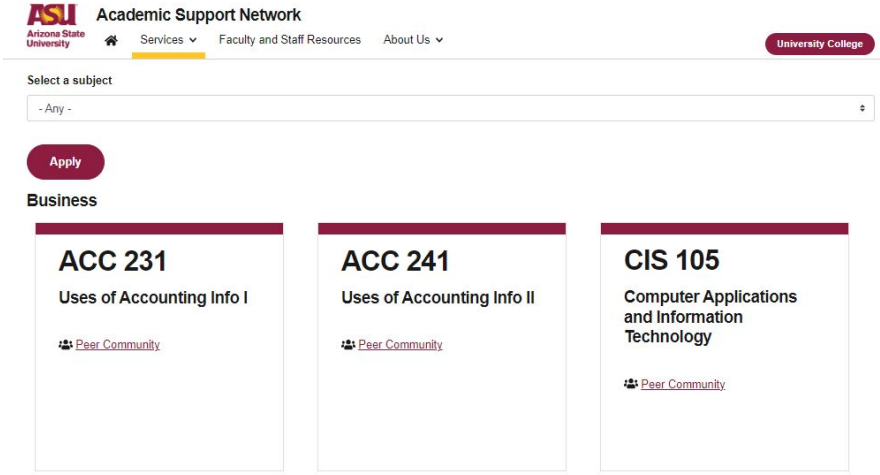
More Questions?

Check out our other resources!

tutoring.asu.edu/online-study-hub



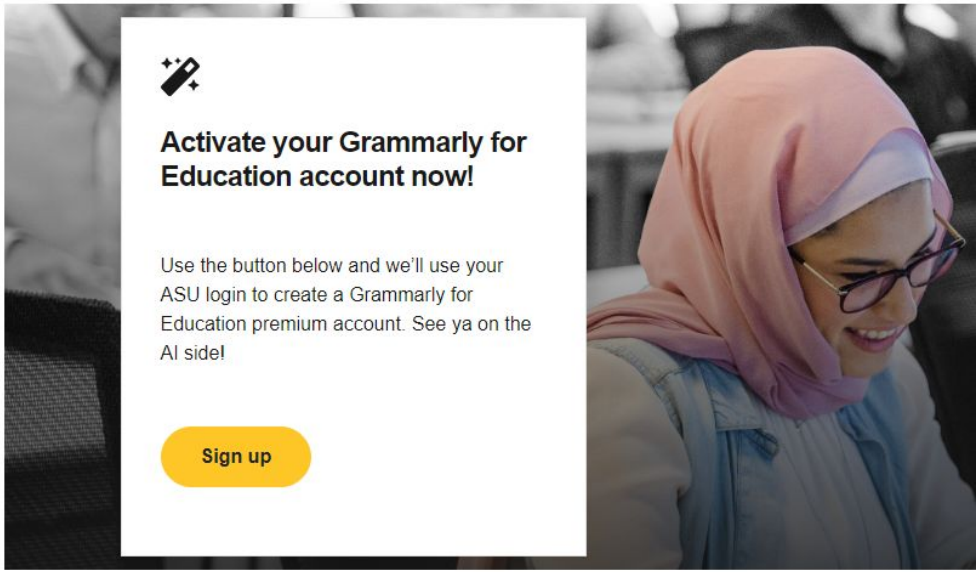




Don't forget to check out the Online Study Hub for additional resources!

Expanded Writing Support Available

Including Grammarly for Education, at no cost!



tutoring.asu.edu/expanded-writing-support

*Available slots for this pilot are limited

Additional Resources

- Course Repo
- Gradle Documentation
- GitHub SSH Help
- Linux Man Pages
- OSI Interactive
- MDN HTTP Docs
  - Requests
  - Responses
- JSON Guide
- org.json Docs
- javax.swing package API
- Swing Tutorials