

SER 321 A Session

SI Session

Sunday, January 26th 2025

7:00 pm - 8:00 pm MST

Agenda



Assignment 3-2 GUI Walkthrough

JSON Hands-on Practice (Part 2)

Client & Server Identification

Robustness & Error Handling

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

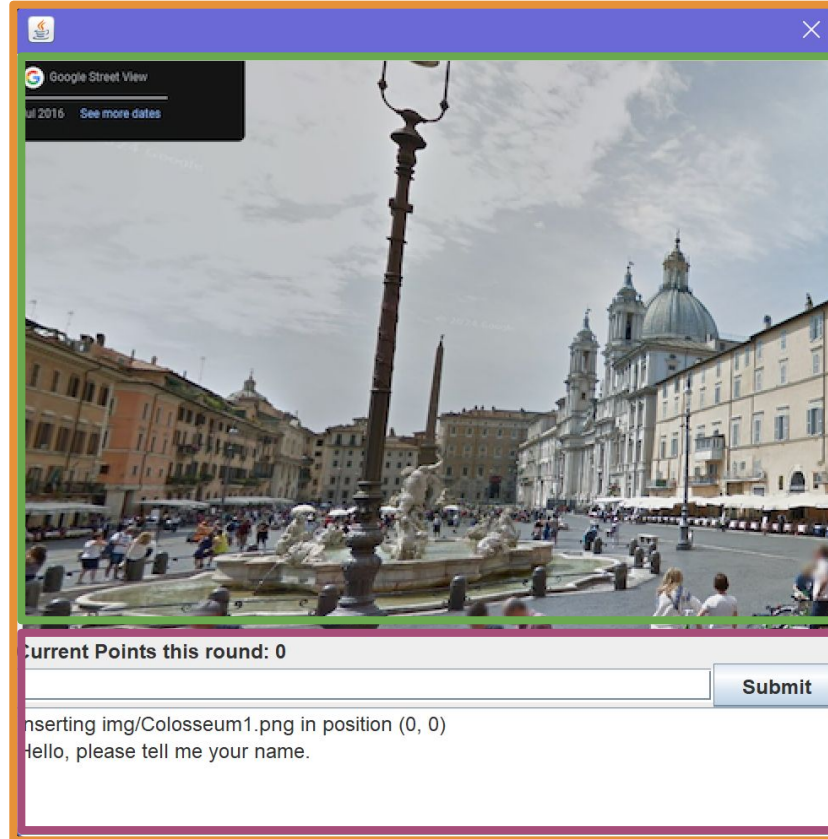
- Use the chat feature to interact with the presenter and respond to presenter's questions.
- Annotations are encouraged

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Assignment 3-2 GUI

☀ GUI Walkthrough ☀

Frame



picPanel

outputPanel

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Assignment 3-2 GUI

ClientGui Points of Interest!

Line	Item
58	Constructor
86	Calling newGame()
114	show()
125	newGame()
139	insertImage()
(154)	appendOutput()
165	submitClicked()

Check out the recording for the walkthrough!

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JSON Practice

JSONObject json =

How would we...

Build the json object?

You *could* do it all inline,
but let's go one object at
a time for clarity

```
{
  "name": "lab3vue_act3_kgrinne3",
  "version": "0.0.0",
  "private": true,
  "scripts": {
    "dev": "vite",
    "build": "vite build",
    "preview": "vite preview"
  },
  "dependencies": {
    "vue": "^3.3.4"
  },
  "devDependencies": {
    "@vitejs/plugin-vue": "^4.3.1",
    "vite": "^4.4.9"
  }
}
```

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JSON Practice

JSONObject json =

Check out the recording for the solution!

```
{
  "name": "lab3vue_act3_kgrinne3",
  "version": "0.0.0",
  "private": true,
  "scripts": {
    "dev": "vite",
    "build": "vite build",
    "preview": "vite preview"
  },
  "dependencies": {
    "vue": "^3.3.4"
  },
  "devDependencies": {
    "@vitejs/plugin-vue": "^4.3.1",
    "vite": "^4.4.9"
  }
}
```


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JSON Practice

JSONObject scripts =

Check out the recording for the solution!

```
{
  "name": "lab3vue_act3_kgrinne3",
  "version": "0.0.0",
  "private": true,
  "scripts": {
    "dev": "vite",
    "build": "vite build",
    "preview": "vite preview"
  },
  "dependencies": {
    "vue": "^3.3.4"
  },
  "devDependencies": {
    "@vitejs/plugin-vue": "^4.3.1",
    "vite": "^4.4.9"
  }
}
```

Think Fast - Client or Server?

```
String host = args[0];  
Socket server = new Socket(host, port);
```

Check out the recording for the solution!

Think Fast - Client or Server?

```
Socket clientSock;  
ServerSocket sock = new ServerSocket(port);
```

Check out the recording for the solution!

How are we feeling about Client/Server communications so far?

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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();}
```

Check out the recording for the solution!

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();}
```

Check out the recording for the solution!

Check out the recording for the discussion!

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Making your Code Robust

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

*Error
Handling*

Check out the recording for the discussion!

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Making your Code Robust

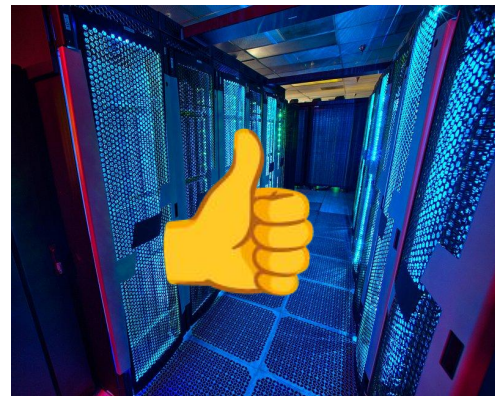
What do we mean when we say “make sure your code is robust”?



You



Buddy



Check out the recording for the discussion! [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\ser321examples\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\ser321examples> Starting a Gradle Daemon, 1 busy and 3 stopped
```

```
> Task :runClient
```

```
Connected to server at localhost:9099
```

```
String to send>
```

```
<=====--> 75% EXECUTING [24m 25s]
```

```
> :runClient
```

```
█
```

What do you think will happen?

Check out the recording for the discussion! [Sockets/Echo Java](#)

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Making your Code Robust

We crashed the server!

```
PS C:\ASU\SER321\examples_repo\ser321examples\Sockets\Echo_Java> gradle run
```



```
Server ready for connections
Server waiting for a connection
Server connected to client
java.net.SocketException: Connection reset
    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\ser321examples\Sockets\Echo_Java> gradle run
Starting a Gradle Daemon, 1 busy and 3 stopped Daemons could not be
```

```
PS C:\ASU\SER321\examples_repo\ser321examples\Sockets\Echo_Java> gradle runClient
Starting a Gradle Daemon, 1 busy and 3 stopped Daemons could not be
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?

```
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...

Check out the recording for the discussion!

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Making your Code Robust

We just threw the error to the console and quit!



Sockets/Echo Java

Check out the recording for the discussion!

```
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?



```
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();  
}
```

Sockets/Echo Java

Check out the recording for the discussion!

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Making your Code Robust

Check out the recording for the discussion!

```
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.");  
}
```

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Making your Code Robust

```
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;  
    }  
}
```

Check out the recording for the discussion!

```
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**

What other things
can we do to keep
our server running?

Error Handling!

Check out the recording for the discussion!

```
while (true) {
    System.out.println("Waiting for a new 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;
    }
}
```

Sockets/SimpleProtocolWithSomeErrorHandling

```
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.");
}
```

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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);
    }
}
```

Check out the recording for the discussion!

```
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);
}
```


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);
    }
}
```

```
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 out the recording for the discussion!

```
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();
```

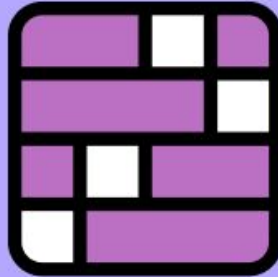
```
// check which request it is (could also be a switch statement)
if (req.getString("key: type").equals("echo")) {
    res = echo(req);
} else if (req.getString("key: type").equals("add")) {
    res = add(req);
} else if (req.getString("key: type").equals("addmany")) {
    res = addmany(req);
} else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

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Connections

Connections!

*Like Connections?
Take a shot at this custom game!*

The New York Times **Games**



Connections

Create your own [here](#), and post it in the [#si_channel](#)!

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Scratch Space

Upcoming Events

SI Sessions:

- Tuesday, January 28th at 11:00 am MST
- Thursday, January 30th at 7:00 pm MST
- Sunday, February 2nd at 7:00 pm MST

Review Sessions:

- TBD

Questions?

Survey:

<https://asuasn.info/ASNSurvey>



More Questions?

Check out our other resources!

tutoring.asu.edu



Academic Support

Academic Support Network (ASN) provides a variety of free services in-person and online to help currently enrolled ASU students succeed academically.

Services



Subject Area Tutoring

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Writing Tutoring

Need help with undergraduate or graduate writing assignments? Schedule an in-person or online appointment, access your appointment link, or wait in our drop-in queue.

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[Access the drop-in queue](#)

Schedule Appointment



Online Study Hub

Join our online peer communities to connect with your fellow Sun Devils. Engage with our tools to search our bank of resources, videos, and previously asked questions. Or, ask our Tutorbot questions.

Now supporting courses in Math, Science, Business, Engineering, and Writing.

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1-

Go to Zoom

2-

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[View digital resources](#)



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!

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Online Study Hub

Online peer communities for students and tutors, YouTube channels, and Tutorbots.



What are online peer communities?

Individual courses have an online peer community that allows you to connect with your peers to post and answer questions and to develop study groups.



How can tutoring center videos help?

Videos can help supplement the learning you're doing in and outside of class and include step-by-step methods for how to understand concepts.



How does the Tutorbot work?

You can ask the Tutorbot questions about course concepts and the Tutorbot will recommend additional resources and examples to help address your questions.

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Business


ACC 231

Uses of Accounting Info I

 [Peer Community](#)

ACC 241

Uses of Accounting Info II

 [Peer Community](#)

CIS 105

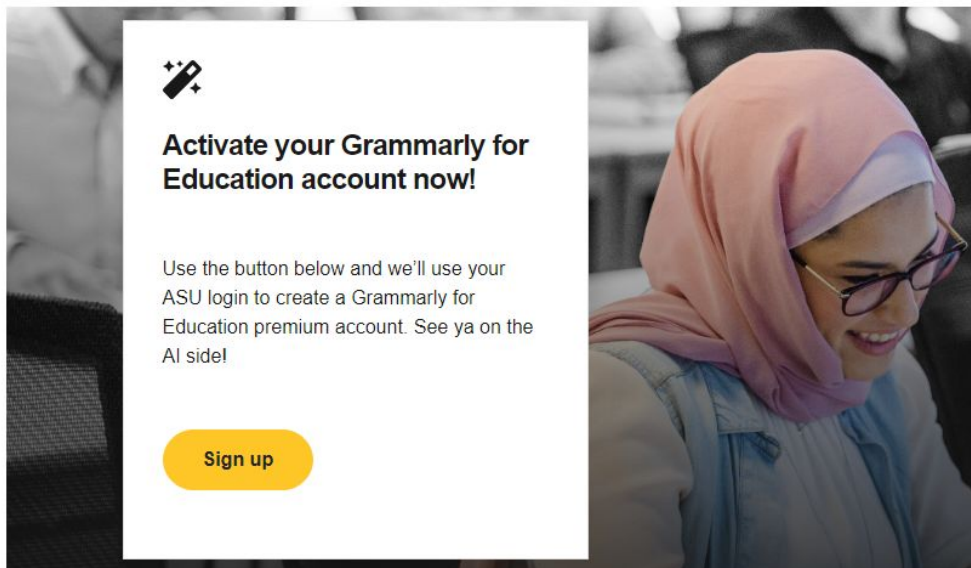
Computer Applications and Information Technology

 [Peer Community](#)

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](#)