SER 321 A Session

SI Session

Tuesday, January 28th 2025

11:00 am - 12:00 pm MST

Agenda

OSI Review

TCP vs. UDP Matching

Sockets!

Requirements & Steps

Port Examination

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.

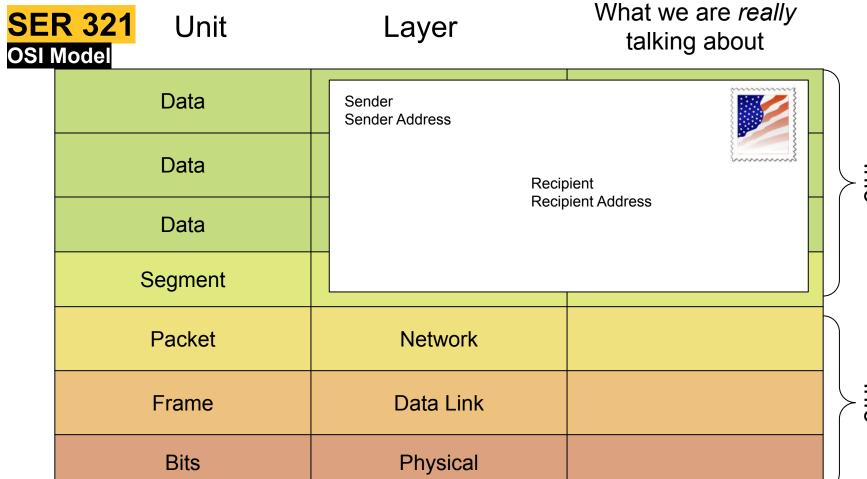
Interact with us:

Zoom Features



Zoom Chat

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



Transmission

R 321 Unit	Layer	What we are <i>really</i> talking about	
Data	Application		
Data	Presentation		> =
Data	Session		
Segment	Transport		
Packet	Network		
Frame	Data Link		> {
Bits	Physical		

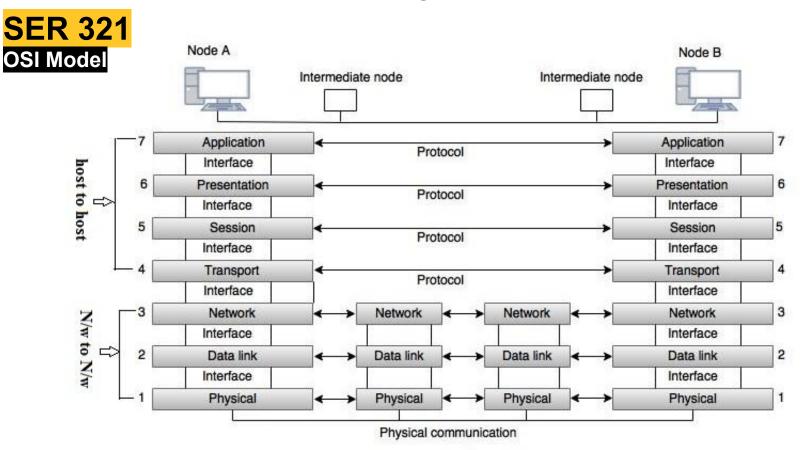


Fig: OSI Model

SER 321
TCP vs. UDP Matching

Unreliable

TCP

OR

UDP

SER 321
TCP vs. UDP Matching

Connection-Oriented

SER 321
TCP vs. UDP Matching

Uses Streams

SER 321
TCP vs. UDP Matching

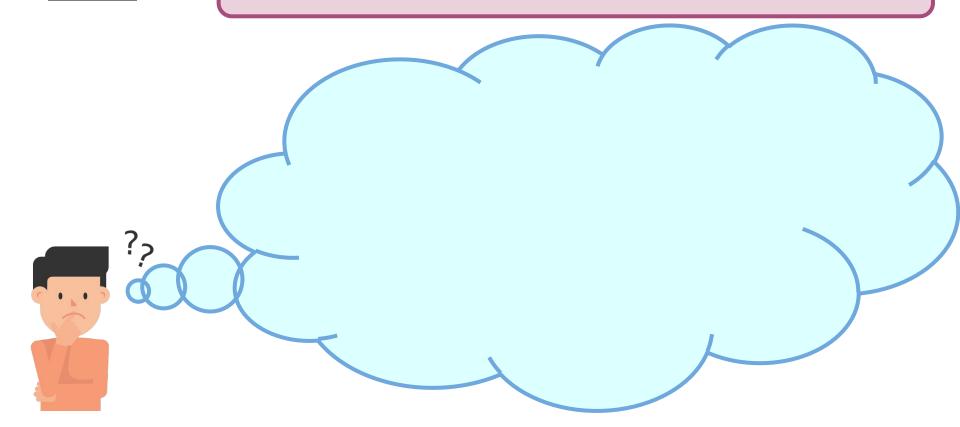
Has Less Overhead

SER 321
TCP vs. UDP Matching

Has Less Overhead



What do we need for a client/server connection?



Check out the recording for the solution and discussion! **SER 321** Sockets allow our client and server to communicate! Sockets! Location Need to define **3 properties** before usage Connection 142.251.46.206 IP or DNS www.google.com Semantics Connection TCP or UDP Connectionless Message Format Oriented **Protocol Specs Synchronous** Asynchronous Hello! **Stateless** Stateful Client Server Binary Text Welcome! Headers No Headers

Check out the recording for the solution and discussion! **SER 321** Sockets allow our client and server to communicate! Sockets! Person to define 3 properties before usage Conversation IP or DNS 142.251.46.206 www.google.com Flow Connection Conversation TCP or UDP Connectionless Oriented Content **Protocol Specs Synchronous** Asynchronous Hello! **Stateless** Stateful Binary Text Welcome! Headers No Headers

SER 321 Client Socket

Steps for the Client Socket

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

Check out the recording for the solution and discussion!

SER 321 Server Socket

9.

Steps for the Server Socket

2. 3. 4. 5. 6. 8.

Check out the

recording for

the solution

and

discussion!

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

Check out the recording for the solution and discussion!

```
Assign 3-1 Starter Code

SER 321

Server Socket
```

```
    Define Params
    Create Socket
    Mark Socket to Listen
    Wait for Connection
    Handle Client Connection
    Close Client Connection
```

Continue Listening

9.

```
System.out.println("Expected arguments: <port(int)>");
                                              Check out the
  System.exit( status: 1);
                                               recording for
                                               the solution
try {
                                                      and
 port = Integer.parseInt(args[0]);
  catch (NumberFormatException nfe) {
                                                discussion!
  System.out.println("[Port|sleepDelay] must be an integer");
  System.exit( status: 2);
try {
 ServerSocket serv = new ServerSocket(port);
  System.out.println("Server ready for connections");
 while (true){
   System.out.println("Server waiting for a connection");
```

sock = serv.accept(); // blocking wait
System.out.println("Client connected");

public static void main (String args[]) {

if (args.length != 1) {

2 & 3-5

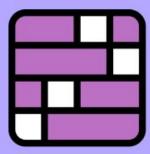
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Connections!

The New York Times Games



Connections

SER 321 Scratch Space

Upcoming Events

SI Sessions:

- Thursday, January 30th at 7:00 pm MST
- Sunday, February 2nd at 7:00 pm MST
- Tuesday, February 4th at 11:00 am MST

Review Sessions:

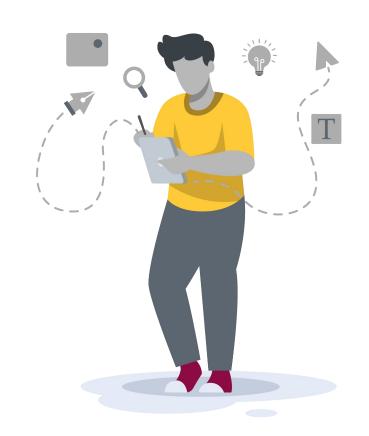
- Tuesday, February 25th at 11:00 am MST Q&A Session
- Thursday, February 27th at 7:00 pm MST Exam Review Session (2hrs)

Questions?

Survey:

https://asuasn.info/ASNSurvey





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More Questions? Check out our other resources!

tutoring.asu.edu



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Services



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Access your appointment link

Access the drop-in queue

Schedule Appointment



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More Questions? Check out our other resources!

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Select a subject
- Any -







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