SER 321 B Session

SI Session

Monday October 23rd 2023

4:00 - 5:00 pm MST

Agenda

- Running your Server
- Running the “Real” Server
- Sockets
  - Steps for use
  - The Client Socket
- Assignment 3 GUI 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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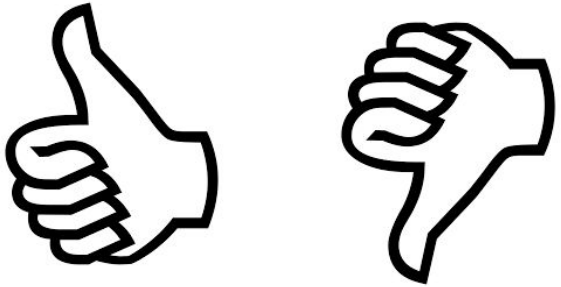
Assignment 2 WebServer



Were we able to get the WebServer in **Task 2** running?

```
[root@ip-172-31-47-54 WebServer]# gradle FunWebServer
<==========----> 75% EXECUTING [4s]
> :FunWebServer
```

STEP ONE:
`gradle FunWebServer`

Public IPv4 address
18.214.2.80 |open address

```
http://18.214.2.80:9000
```

STEP TWO:
Open in browser

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Assignment 2 WebServer

You will see this on a successful connection!

You can make the following GET requests

- **/file/sample.html -- returns the content of the file sample.html**
- **/json -- returns a json of the /random request**
- **/random -- returns index.html**

File Structure in www (you can use /file/www/FILENAME):

- index.html
- root.html

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Assignment 2 WebServer

What about the “real” WebServer in **Task 2.4**?

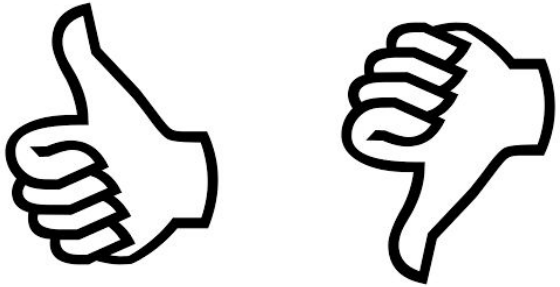
```
server {
    listen       80;
    listen       [::]:80;
    server_name  18.214.2.80;
    root         /usr/share/nginx/html;

    location / {
            proxy_pass http://localhost:9000/;
    }

    # Load configuration files for the default server block.
    include /etc/nginx/default.d/*.conf;

    error_page 404 /404.html;
    location = /404.html {
    }

    error_page 500 502 503 504 /50x.html;
    location = /50x.html {
    }
}
```



STEP ONE:
Setup and start nginx

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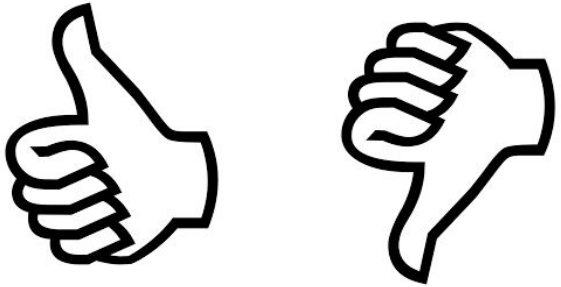
Assignment 2 WebServer

What about the “real” WebServer in **Task 2.4**?



STEP ONE:
Setup and start nginx

```
systemctl status nginx
```

```
sudo systemctl restart nginx
```

Do we remember how to work with nginx?

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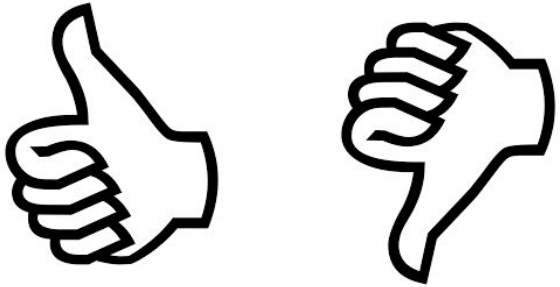
Assignment 2 WebServer

What about the “real” WebServer in **Task 2.4**?



STEP ONE:
Setup and start nginx

```
[root@ip-172-31-47-54 WebServer]# gradle FunWebServer
<==========----> 75% EXECUTING [3s]
> :FunWebServer
```

Do we remember how to work with nginx?

STEP TWO:
`gradle FunWebServer`

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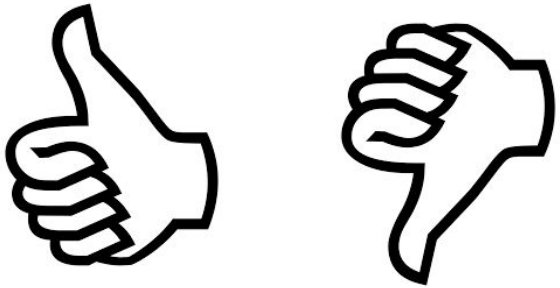
Assignment 2 WebServer

What about the “real” WebServer in **Task 2.4**?



```
[root@ip-172-31-47-54 WebServer]# gradle FunWebServer
<=========----> 75% EXECUTING [3s]
> :FunWebServer
```

STEP ONE:
Setup and start nginx

Do we remember how to work with nginx?

STEP TWO:
`gradle FunWebServer`

STEP THREE:
Open in browser

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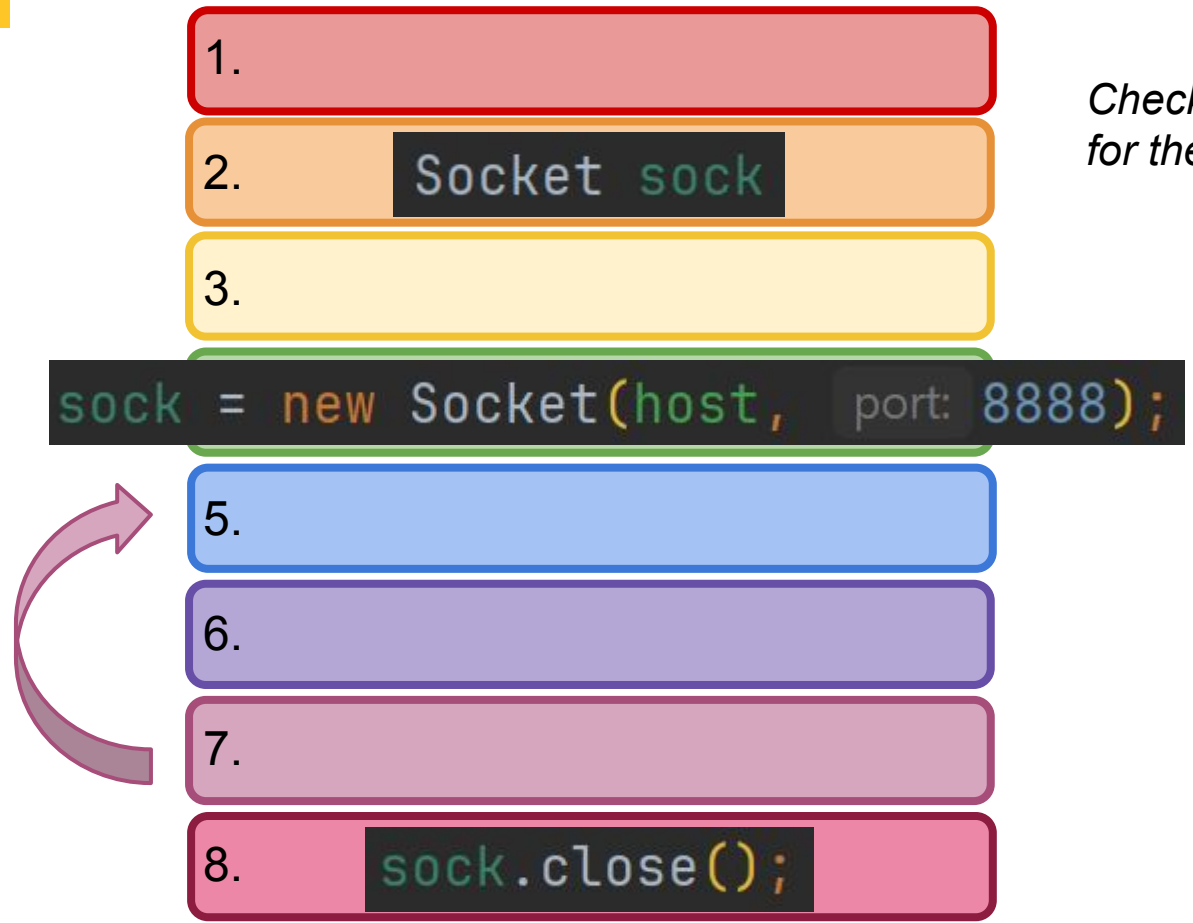
Sockets!

Client

Generic Steps for working with sockets:



Check out the recording for the solution!

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Sockets!

Server

```
int port = Integer.parseInt(args[0]);
ServerSocket serv = new ServerSocket( port: 8888);
```

3.

4.

5.

```
Socket sock = serv.accept();
```

7.

8. `sock.close();`

9.

Check out the recording for the solution!

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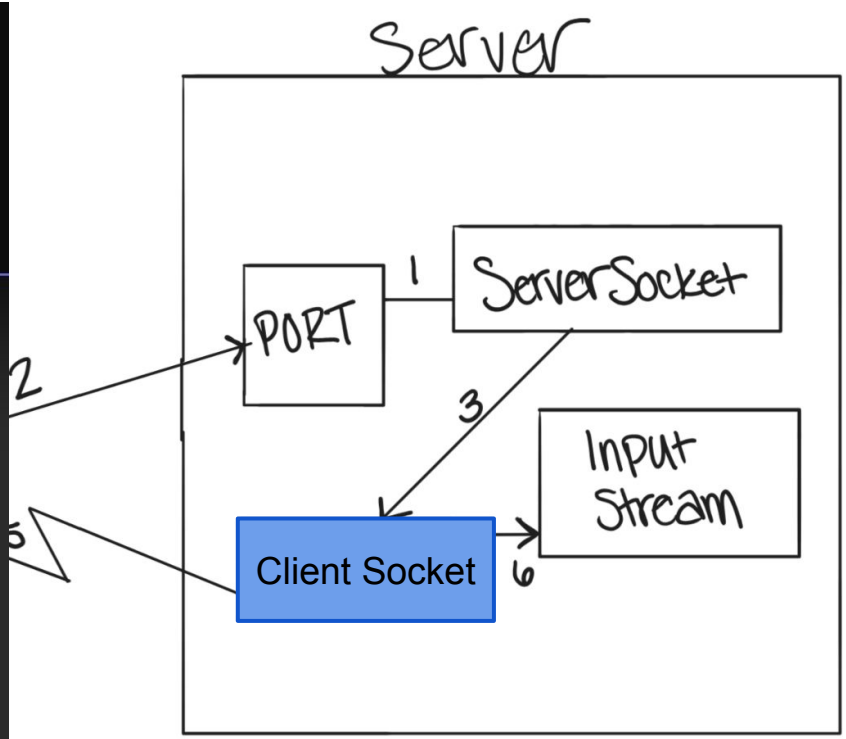
Client Socket

Remember that the OS will dynamically allocate a new port for the Client Socket!

```
> Task :runClient
Connected to server at localhost:9099
String to send>
<==========----> 75% EXECUTING [33s]
> :runClient
```

```
> Task :runServer
Server ready for connections
Server is listening on port: 9099
Server waiting for a connection
Server connected to client
Allocated Client Socket: 55436
<==========----> 75% EXECUTING [53s]
> :runServer
```



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Working with Sockets

So the connection is established, now what?

Need to get the Input and Output streams!

Read **from** server

Write **to** server

```
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));
```

Read from console

```
standardInput = System.in
```

Need this in your gradle task if you want to read from the console!

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Assignment 3 Part 1

Play around with the code first! Want to be familiar with it before you start!

Make sure your server is **robust**!

Does not crash!

Handles bad input

Handles client disconnect

Keep the protocol handy at all times!

If you don’t follow the protocol, the system won’t know what you are talking about!

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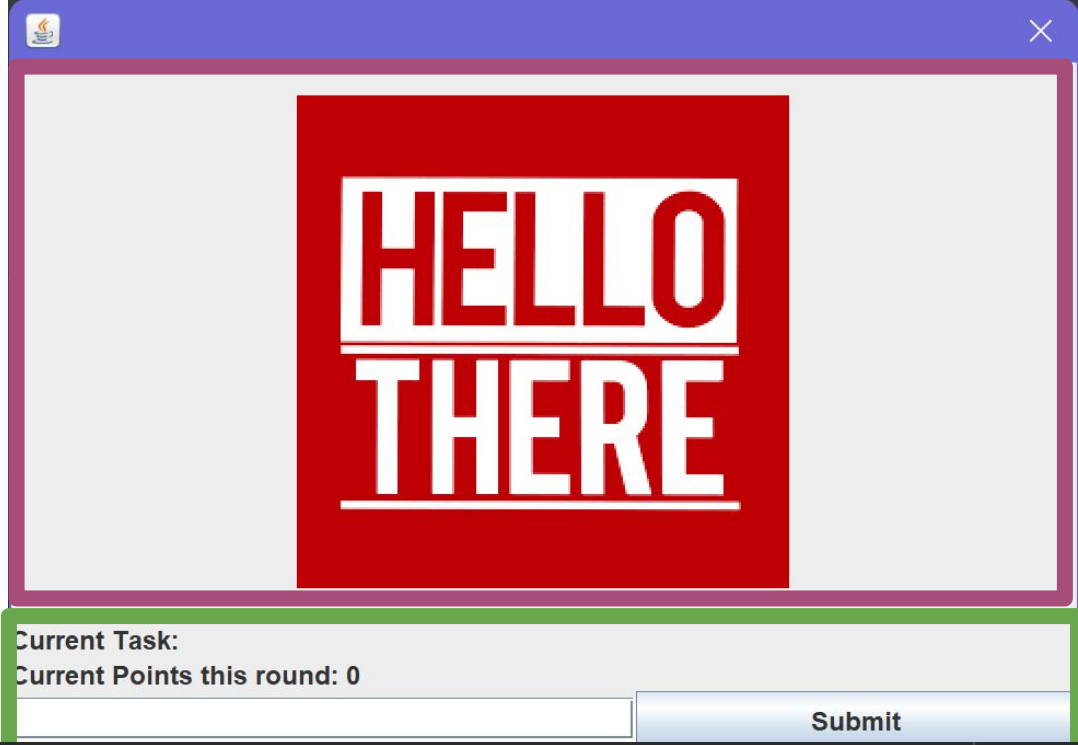
Assignment 3 Part 2

Let's take a quick peek at the UI in Assignment 3 Part 2

PicturePanel

OutputPanel




```
try {
    picturePanel.insertImage( fname: "img/hi.png", row: 0, col: 0); // hard coded to open this image
    // -- image (not path) should be read from server message
} catch (Exception e){
    System.out.println(e);
}
```

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Assignment 3 Part 2

Let’s take a quick peek at the UI in Assignment 3 Part 2

```
public void submitClicked()
```

Let’s take a closer look together!

Questions?

Survey:

https://bit.ly/asn_survey

18

Upcoming Events

SI Sessions:

- Thursday, October 26th 2023 at 7:00 pm MST

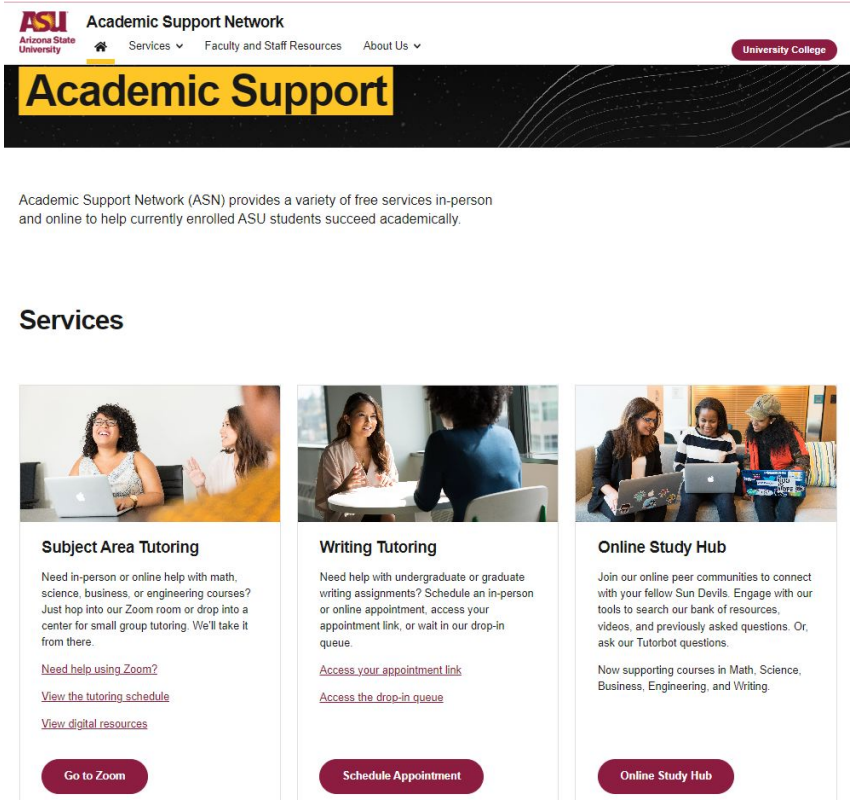
Review Sessions:

- TBD

More Questions?

Check out our other resources!

tutoring.asu.edu

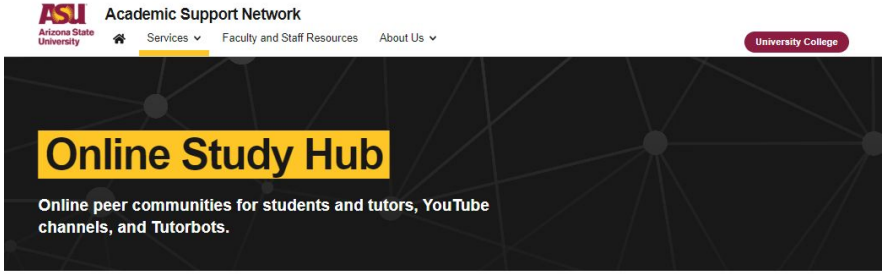


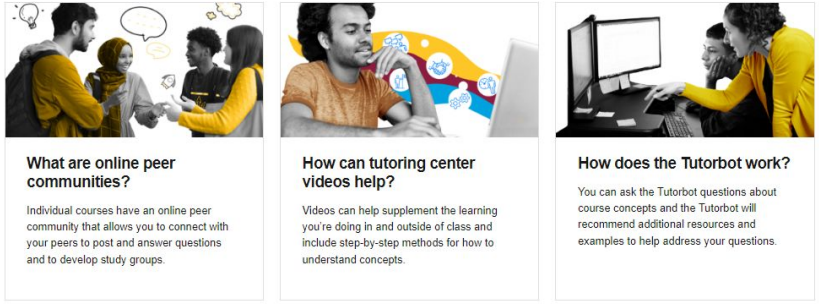
1. **Click on ‘Go to Zoom’ to log onto our Online Tutoring Center.**
2. **Click on ‘View the tutoring schedule’ to see when tutors are available for specific courses.**

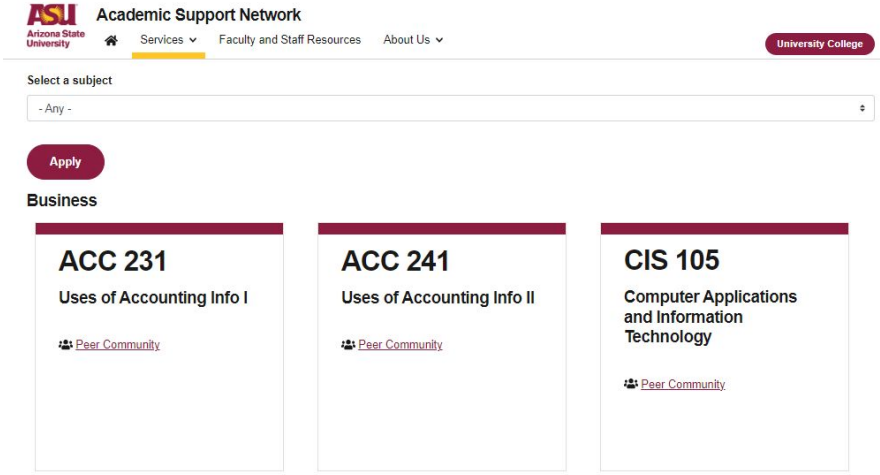
More Questions?

Check out our other resources!

tutoring.asu.edu/online-study-hub







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

Additional Resources

CoureRepo