# SER 321 C Session

**SI Session** 

Thursday, June 6th 2024

6:00 pm - 7:00 pm MST

# Agenda

Working with JSON

Sockets!

**Review Steps** 

**Diagram Connection** 

#### 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



#### Excellent question concerning Error Handling for Assign 3



#### Dr. Mehlhase 1 day ago

You do not have to add error handling to the client side BUT your server should be able to handle all kinds of issues. After all others can call your client and can write a client for your server and could send invalid requests and invalid values. E.g. they could send a string instead of an int, could send something out of range and your server should handle that well and not crash. The advantage of writing your own client for your server is that you can make sure that your client only sends correct things, often others write a client or make calls on your server though with their own things and thus you need to make sure your server can handle that. I hope that makes sene @slmcgill.





#### Which of the following would be a valid response?

#### SER 321 JSON

```
"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>
    }
    "message": <String>
}
```

#### Check out the recording for the solution!

```
B. {
    "type": "echo",
    "ok": false,
    "echo": <String>
}
D. {
    "type": "echo",
    "ok": true,
    "echo": <String>
}
```

```
"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 Request

Type": "echo", -- echoes the initial response

"ok": <bool>, -- true or false depending on request

"echo": <String>, -- echoed String if ok false

Echo General Response
```

Think of yourself as the server!

String reqType = ""; //to hold request type
String content = ""; // to hold data from client
JSONObject request = new JSONObject(str);

You can assume STR is the data sent from the client

Check out the recording for the solution and discussion!

```
"type": "echo", -- echoes the initial response

"type": "echo", -- type of request

"data": <String> -- String to be echoed

Echo Request

"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
```

Think of yourself as the server!

String reqType = ""; //to hold request type
String content = ""; // to hold data from client
JSONObject request = new JSONObject(str);

You can assume STR is the data sent from the client Check out the recording for the solution and discussion!

```
{
    "type" : "echo", -- type of request
    "data" : <String> -- String to be echoed
}

Echo Request
}
```

```
"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
```

Think of yourself as the server!

String reqType = ""; //to hold request type
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Check out the recording for the solution and discussion!

```
"type" : "echo", -- type of request
"data" : <String> -- String to be echoed
                   Echo Request
```

```
"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
```

Think of yourself as the server!

```
"type": "echo",
"ok": true,
"echo" : <String>
```

```
String content = request.getString("data");
JSONObject res = new JSONObject();
```

Check out the recording for the solution and discussion!

Target Response

Then what do you do?

# SER 321 Client Socket

Steps for the Client Socket

1.	Check out the recording for the discussion!
2.	
3.	
4.	
5.	
6.	
7.	
8.	

# SER 321 Server Socket

6.

8.

9.

# Steps for the Server Socket

## Check out the recording for the discussion! 2. 3. 4. 5.

# 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
```

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

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

Check out the recording for the discussion!

try {
    //open socket

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

System.out.println("Server waiting for a connection");

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

System.out.println("Expected arguments: <port(int)>");

public static void main (String args[]) {

if (args.length != 1) {

while (true){

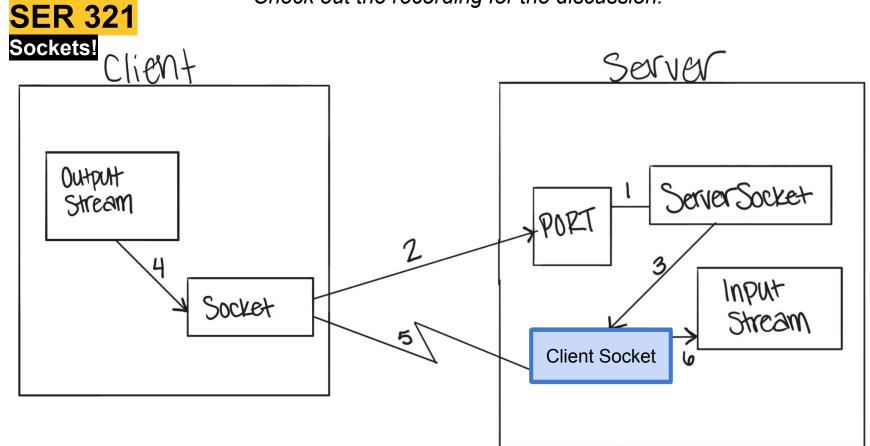
9

6

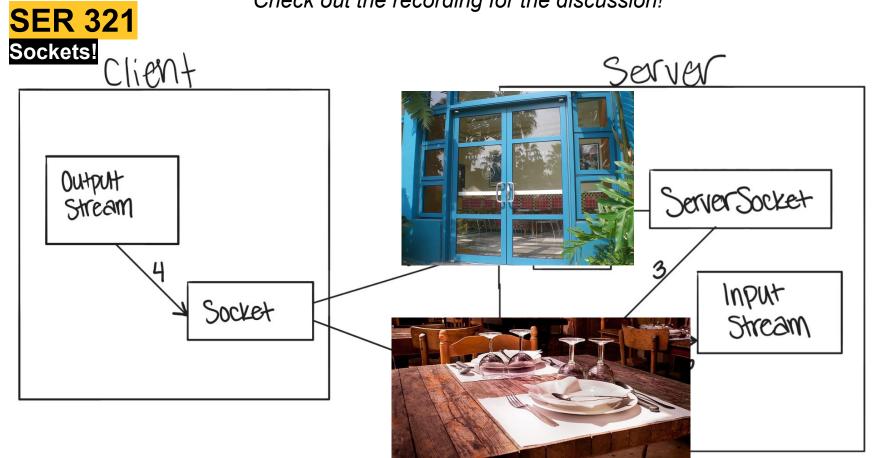
try {

System.exit( status: 1);

#### Check out the recording for the discussion!



#### Check out the recording for the discussion!



# SER 321 Scratch Space

#### **Questions?**



## Survey:

http://bit.ly/ASN2324



#### **Upcoming Events**

#### SI Sessions:

- Sunday, June 9th at 6:00 pm MST
- Monday, June 10th at 6:00 pm MST
- Thursday, June 13th at 6:00 pm MST

#### **Review Sessions:**

- Review Session Wednesday, July 3rd at 6:00 pm MST (2 hr Session)
- Q&A Session Sunday, July 7th at 6:00 pm MST (Final Session)

#### **More Questions?** Check out our other resources!

#### tutoring.asu.edu



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#### Services



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View digital resources

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Access the drop-in queue

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Online Study Hub

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- 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

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

<sup>\*</sup>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