Assignment #2: Due March 2

1. Study JHTTP.java, which also uses RequestProcessor.java. (Textbook #2, pp. 319-324. You can obtain the code from the book site: http://www.cafeaulait.org/books/jnp4/). For those of you who have a copy of Textbook #2, Chapter 6 provides some descriptions of those 2 classes, as well as other useful information. I have also created a set of slides for those 2 programs as well, and have uploaded it to Blackboard.
2. Implement the HEAD method, by making the necessary changes in RequestProcessor.java. (2 points)
3. Create a simple Java client that sends a HEAD request to your revised JHTTP sever (JHTTP.java & RequestProcessor.java) to test your implementation. (1 point) **Hint:** You could simply use the Socket class to do this, or some other higher-level Java classes, such as URLConnection and HttpURLConenction to do it.

Assignment #2: Due March 2

4. Implement the POST method, by making the necessary changes in RequestProcessor.java. (6 points)
5. Create a simple Java client that sends a POST request to your revised JHTTP sever (JHTTP.java & RequestProcessor.java) to test your implementation. (1 point) **Hint:** You could simply use the Socket class to do this, or some other higher-level Java classes, such as URLConnection and HttpURLConenction to do it.

Note:

1) You could also create a single client that does both Steps 3 & 5.
2) For those you who are already familiar with HTML, you are allowed to create a HTML form that sends a POST request to test your implementation, replacing Step 5.

Assignment #2: Due March 2

Deliverables

1. Your revised JHTTP.java & RequestProcessor.java files. (From Steps 2 & 4)
2. Your Java client program(s) (from Steps 3 & 5). If you use a HTML form for Step 5, then you need to submit your .html file as well.
3. Any data, including HTML files, that is needed to test your server.

Note:

1. Make sure your programs compile and run before submitting them.
2. You should submit .java files, not .class files., or .txt files.
3. You are allowed to discuss this assignment with your classmates, but everybody must write his/her own code.