

## **ICS4104: Distributed Systems**

### **Assignment: Inter-process Communications in Distributed Environment**

ICS 4A

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### SocketServer.java

This file contains the code that is used to run the server. A ServerSocket object is first created using a specific port number. A socket object is then created using the ServerSocket object. An InputStreamReader object is used to accept and read messages from a client that connects to the server. A PrintWriter object is used to send messages to a connected client.

### ServerProtocol.java

This file is used to implement the protocol that the client and the server use to communicate. This file contains the implementation that allows the server to ask a series of questions about a student. These questions will prompt the user of the program to provide several answers such as their Student Number, Student Name, Faculty and Course.

### SocketClient.java

This file is used to facilitate the connection to the server and start a client session. After establishing a successful connection to the server using the specified host name and port number, the client receives a series of prompts in the form of popup windows. These prompts request for a given piece of information from the user and allow the user to provide the requested information.

## **References**

*Writing the Server Side of a Socket (The Java™ Tutorials > Custom Networking > All About Sockets).* (2021). <https://docs.oracle.com/javase/tutorial/networking/sockets/clientServer.html>