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CIS 4930-1ZED(27193)

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Programming Assignment 1

Code Compilation and Running:

Code was compiled with "javac Server.java" and "javac Client.java". This gave us "Server.class" and "Client.class". To run the code, use two separate command lines, one using "java Server port>", the other "java Client <Ip> <Port>".

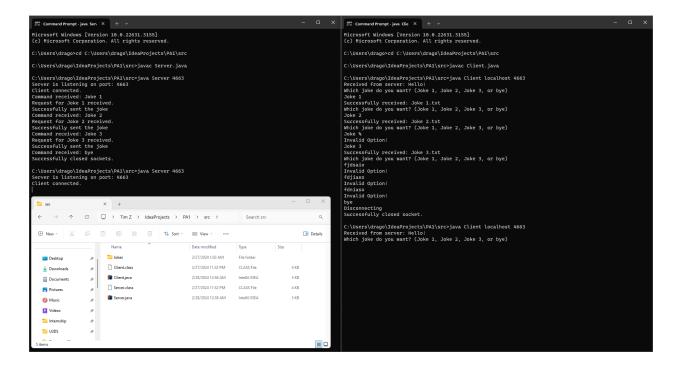
Code Structure:

• For the server, it starts by checking if only one parameter is passed in which should be the port number. Then check if what was passed in is an integer and then if it is, check if it lies within the port range of 0-65536. Then it tries to open the port, if it is being used then an exception will be thrown. If the port is opened, then it waits for a client to connect. When a client connects, it sends an initial message and then looks for an input from the client. Once it receives a command, it sends back a joke if a valid joke is requested, closes the sockets and ends the program if the client sends "bye". Once a

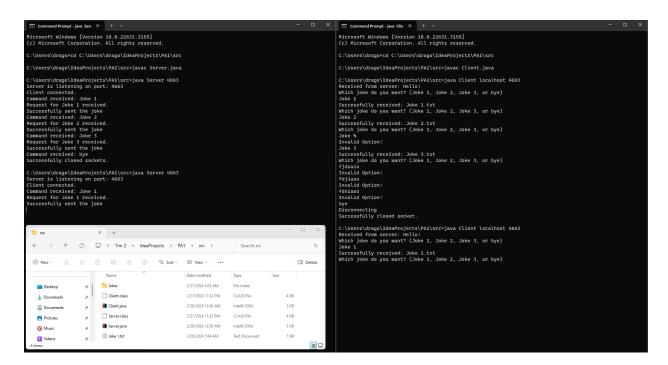
valid joke is requested, the server will read the joke from the "jokes" folder and continuously reads and sends the lines from the txt file to the output socket until it runs out of lines and then finally sends "END" to tell the client to stop expecting input from the server. The server then prints a confirmation and loops back until the user says "bye".

For the client, it first checks if there are only 2 args for the IP and port number the client is trying to connect to. Then it goes through the same process as the server to see if the port number is valid. Then it tries to open a socket. If the host or IP could not be reached it will tell the user it could not find the host name. If there was an issue with the port, it will say that it could not connect to the host and port, then inform the user the port may not be opened. It then expects an initial message from the server. Then the user is prompted to select a joke and when it does it will send out a command to the server. If the user types "bye", the client will send out the bye command to the server and then close the socket then exit the program. If something invalid is typed, then it will just ask for another input until something valid is entered. If it makes it past this loop, then the client will expect a joke and will write out a file line by line in the client directory until it gets the "END".

Code Outputs:



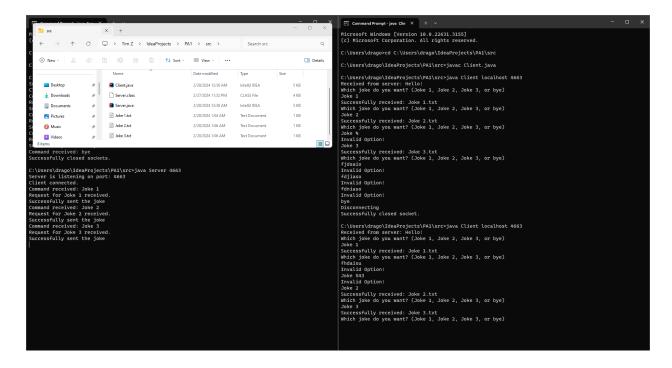
Here the client successfully connects to the server.



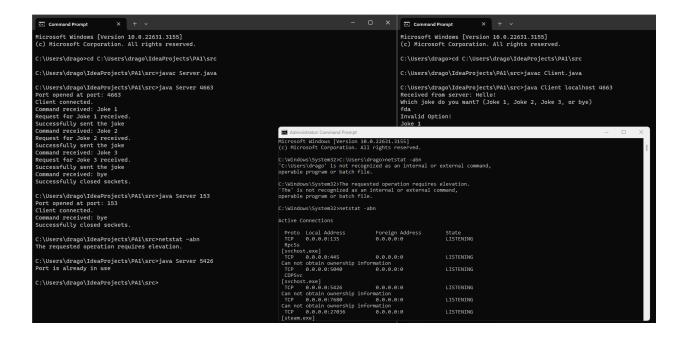
Here the client sends a request and the server sends back the joke

```
C:\Users\drago\IdeaProjects\PA1\src>java Client localhost 4663
Received from server: Hello!
Which joke do you want? (Joke 1, Joke 2, Joke 3, or bye)
Joke 1
Successfully received: Joke 1.txt
Which joke do you want? (Joke 1, Joke 2, Joke 3, or bye)
fhdaisu
Invalid Option!
Joke 543
Invalid Option!
```

Here the client user tries to send in an invalid option.



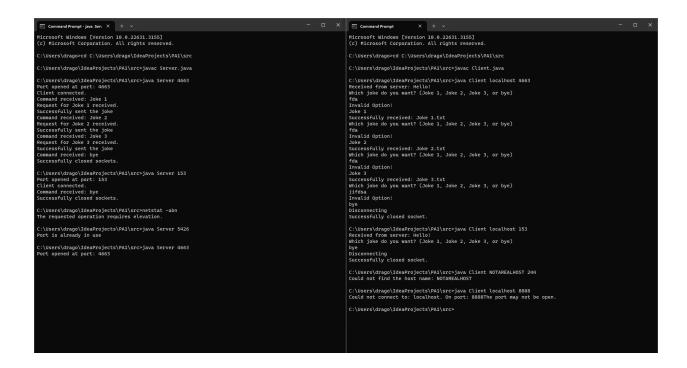
Here the client requests the rest of the jokes.



Here the server tries to start on a port in use.

```
C:\Users\drago\IdeaProjects\PA1\src>java Client NOTAREALHOST 244
Could not find the host name: NOTAREALHOST
C:\Users\drago\IdeaProjects\PA1\src>
```

Here the client tries connecting to a non-existent host.



Here the host exists, but the client could not connect through the port.

Lesson Learned:

The basic things learned from this assignment were opening a socket on a server and client. We also learned how to send data over this connection which includes the different streams, and ways to classes that help facilitate the transfer. Something cool that we were able to accomplish was connect a client to a server over the internet. We just had to port forward the server host on the port we planned to run on. Then the client would just need to connect to the server's public IP. It also required a refresher on how to read a file and then figuring out how to transmit the bytes to the client.