

SendResultsThread.java

```
1 package tellscopeV4;
2
3 import java.io.PrintWriter;
4 //import java.util.Scanner;
5
6
7
8
9 public class SendResultsThread implements Runnable {
10
11     public SendResultsThread(Socket socket)
12     {
13         this.s = socket;
14     }
15
16     //declare socket
17     private Socket s;
18
19     public void run() {
20
21         //print connection message
22         String client = s.getInetAddress().toString();
23         System.out.println("Thread Connected to client: " + client);
24         TellServerGui04.consoleView.append("\nSending results to client: " + client);
25
26         //send results to client
27         try{
28             //create print writer object to send results to client
29             PrintWriter out = new PrintWriter(s.getOutputStream(), true);
30
31             //for loop to send results to client
32             for(int i=0;i<11;i++)
33             {
34                 out.println(TellServerGui04.calcResults[i]);
35             }
36
37             //print results to server console
38             TellServerGui04.printResults();
39
40         }
41
42         catch(Exception e)
43         {
44             //ignore exception
45         }
46     }
47 }
48
49
50
51
52
53 }
54
```