

CIS 457- Lab05

Building a Multi-Threaded Web Server

Due by: 10/9/2018

Total Points: 20 Points

Submission format: one hardcopy report per a group of 2 students

Lab Objectives

The purpose of this lab is to:

- Identify the difference between single thread and multi-threaded application
- Develop a Multi-Threaded Web server in two steps

Section 1: Identify the difference between single thread and multi-threaded application (2 Pts)



TCPEchoServer.java



TCPEchoClient.java



MultiEchoServer.java



MultiEchoClient.java

Copy the Echo Server app code into your home directory. Then, familiarize yourself with the application code, compile and:

1. Run the single thread version of the app using 2 clients simultaneously and then answer the following question:

Question 1: Is the server able to service the 2 clients simultaneously? and why?

2. Run the multi-threaded version of the same app using 2 clients simultaneously and answer the following question:

Question 2: Is the server able to service the 2 clients simultaneously? and why?

Section 2: Develop a Multi-Threaded Web server in two steps (18 Ptss)

Part A

(6 Ptss)

In this section, you will have built a multi-threaded Web server that is capable of *processing simultaneous service requests in parallel*. You should be able to demonstrate that your Web server is capable of delivering the attached index.html file to a Web browser. You may read about multi-threading here: <https://docs.oracle.com/javase/tutorial/essential/concurrency/runthread.html>

We are going to implement a multi-threaded web server, as defined in [RFC 1945](#). In the main thread, the server listens on a fixed port. When it receives a TCP connection request, it sets up a TCP connection through another port and services the request in a separate thread. To simplify this programming task, we will develop the code **in two stages**:

- In **the first stage**, you will write a multi-threaded server that simply displays the contents of the HTTP request message that it receives.
- In **the second stage**, you will add the code required to generate an appropriate response message.

As you are developing the code, you can test your server from a Web browser. But remember that you are not serving through the standard port 80, so you need to specify the port number within the URL that you give to your browser. For example, if your machine's name is host.someschool.edu, your server is listening to port 6789, and you want to retrieve the file *index.html*, then you would specify the following URL within the browser: <http://127.0.0.1:6789/index.html>

If you omit ":6789", the browser will assume port 80 which most likely will not have a server listening on it.

Stage 1: Web Server in Java- Part A

In the following steps, we will go through the code for the first implementation of our Web Server. Wherever you see **"?"**, you will need to supply a missing detail in the given code with this lab assignment.

Our first implementation of the Web server will be multi-threaded, where the processing of each incoming request will take place inside a separate thread of execution. This allows the server to service multiple clients in parallel, or to perform multiple file transfers to a single client in parallel. When we create a new thread of execution, we need to pass to the Thread's constructor an *instance of some class that implements the Runnable interface*. This is the reason that we define a separate class called HttpRequest. So, the code for the application in this stage will have **2 files** (1) WebServer.java and (2) HttpRequest.java. Also, place the index.html file in the same folder where the application code resides in. Again, for your own convenience, these files are attached with the lab assignment and explained in the following section:

➔ The structure of the WebServer.java is shown below:

```
import java.io.*;
import java.net.*;
import java.util.*;

public final class WebServer
{
    public static void main(String argv[]) throws Exception
    {
        ...
    }
}
.....
.....
```

Normally, Web servers process service requests that they receive through well-known port number 80. You can choose any port higher than 1024, but remember to use the same port number when making requests to your Web server from your browser (in this app we will use port 6789).

```
public static void main(String argv[]) throws Exception
{
    // Set the port number.
    int port = 6789;
    int port = (new Integer(argv[0])).intValue();
    ...
}
```

Next, we open a socket and wait for a TCP connection request. Because we will be servicing request messages indefinitely, we place the listen operation inside of an infinite loop. This means we will have to terminate the Web server by pressing ^C on the keyboard.

// Establish the listen socket.

```
    ?

// Process HTTP service requests in an infinite loop.
while (true) {
    // Listen for a TCP connection request.

    Socket connection = ?;
    ...
}
```

When a connection request is received, we create an `HttpRequest` object, passing to its constructor a *[reference to the Socket object](#)* that represents our established connection with the client.

// Construct an object to process the HTTP request message.

```
HttpRequest request = new HttpRequest(?);
```

// Create a new thread to process the request.

```
Thread thread = new Thread(?);
```

// Start the thread.

```
?;
```

```
}}}
```

***** End of WebServer.java Code*****

In order to have the `HttpRequest` object handle the incoming HTTP service request in a separate thread, we first create a new `Thread` object, passing to its constructor a reference to the `HttpRequest` object, and then call the thread's `start()` method.

After the new thread has been created and started, execution in the `WebServer`'s main thread returns to the top of the message processing loop. The main thread will then block, waiting for another TCP connection request, while the new thread continues running. When another TCP connection request is received, the main thread goes through the same process of thread creation regardless of whether the previous thread has finished execution or is still running. This completes the code in `main()`. For the remainder of the lab, it remains to develop the `HttpRequest` class such as follows:

→ The structure of the `HttpRequest.java` is shown below:

We declare two variables for the `HttpRequest` class: `CRLF` and `socket`. According to the HTTP specification, we need to terminate each line of the server's response message with a carriage return (CR) and a line feed (LF), so we have defined `CRLF` as a convenience. The variable `socket` will be used to store a reference to the connection socket, which is passed to the constructor of this class. So, the structure of the *`HttpRequest`* class is shown below:

```
final class HttpRequest implements Runnable
{
    final static String CRLF = "\r\n";
    Socket socket;

    // Constructor
    public HttpRequest(Socket socket) throws Exception
    {
        this.socket = socket;
    }

    // Implement the run() method of the Runnable interface.
    public void run()
    {
        ... //Provide implementation for the method run () such as explained below
    }

    private void processRequest() throws Exception
    {
        ... //Provide implementation for the method processRequest() such as explained below
    }
}
```

In order to pass an instance of the `HttpRequest` class to the `Thread`'s constructor, `HttpRequest` must implement the `Runnable` interface, which simply means that we must define a public method called `run()` that returns void. Most of the processing will take place within `processRequest()`, which is called from within `run()`.

Up until this point, we have been throwing exceptions, rather than catching them. However, we cannot throw exceptions from `run()`, because we must strictly adhere to the declaration of `run()` in the `Runnable` interface, which does not throw any exceptions. We will place all the processing code in `processRequest()`, and from there, throw exceptions to `run()`. Within `run()`, we explicitly catch and handle exceptions with a try/catch block.

// Implement the `run()` method of the `Runnable` interface.

```
public void run()
{
    try {
        processRequest();
    } catch (Exception e) {
        System.out.println(e);
    }
}
```

Now, let's develop the code within `processRequest()`. We first obtain references to the socket's input and output streams. Then we wrap `InputStreamReader` and `BufferedReader` filters around the input stream. However, we won't wrap any filters around the output stream, because we will be writing bytes directly into the output stream.

```
private void processRequest() throws Exception
{
    // Set up an output stream.
    DataOutputStream os = new DataOutputStream(?);
    // Set up input stream filters.
    BufferedReader br = new BufferedReader(new InputStreamReader(?));
    ...
}
```

Now we are prepared to get the client's request message, which we do by reading from the socket's input stream. The `readLine()` method of the `BufferedReader` class will extract characters from the input stream until it reaches an end-of-line character, or in our case, the end-of-line character sequence CRLF.

The first item available in the input stream will be the HTTP request line.

```
// Read the request line of the HTTP request message.
String requestLine = ?;
```

```
    // Display the request line.
    System.out.println();
    System.out.println(requestLine);
```

After obtaining the request line of the message header, we obtain the header lines. Since we don't know ahead of time how many header lines the client will send, we must get these lines within a looping operation.

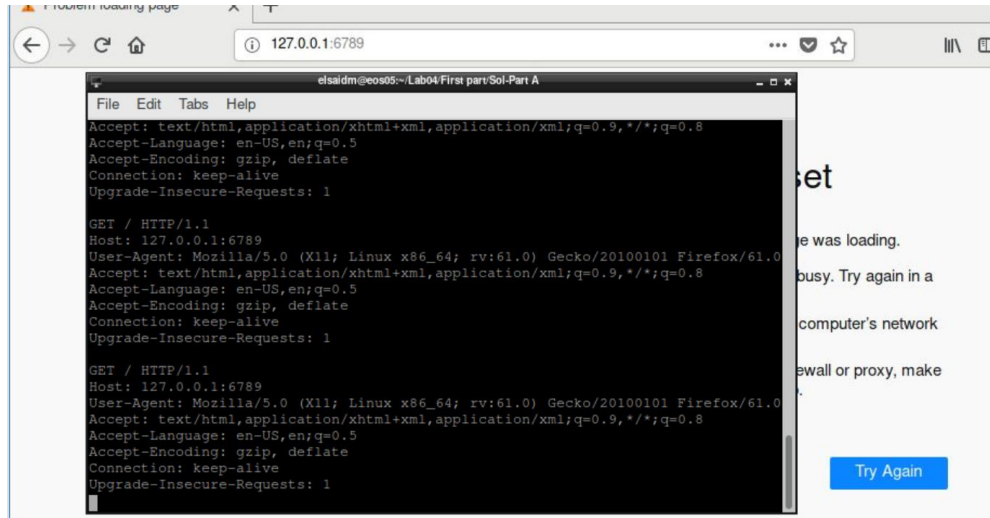
```
// Get and print the header lines.
String headerLine = null;
while ((headerLine = br.readLine()).length() != 0) {
    ?
}
```

We don't need the header lines, other than to print them to the screen, so we use a temporary String variable, `headerLine`, to hold a reference to their values. The loop terminates when the expression `(headerLine = br.readLine()).length()`

evaluates to zero, which will occur when `headerLine` has zero length. This will happen when the empty line terminating the header lines is read. Add the following lines of code to close the streams and socket connection.

```
// Close streams and socket.
os.close();
br.close();
socket.close();
```

In the next step of this lab, we will add code to analyze the client's request message and send a response. But before we do this, ***let's try compiling our program and testing it with a browser to direct a web request to our server.*** After your program successfully compiles, run it with an available port number, and try contacting it from a browser. To do this, you should enter into the browser's address text box the local IP address of your running server such as <http://127.0.0.1:6789/> The server should display the contents of the HTTP request message in the **terminal window such as shown below.**



Based on your program outcome, answer the following question:

Question 1

- Does the obtained http message format complied with the HTTP protocol specification?
- Provide a screen capture for the program output from the terminal that executes your code and the program codes used in the testing process.

Part B:

(12 Pts)

Stage 2: Web Server in Java returning a response back to client - Part B

Instead of simply terminating the thread after displaying the browser's HTTP request message, we will analyze the request and send an appropriate response. We are going to ignore the information in the header lines, and use only the file name contained in the request line. In fact, we are going to assume that the request line always specifies the GET method, and ignore the fact that the client may be sending some other type of request, such as HEAD or POST.

We extract the file name from the request line with the aid of the StringTokenizer class. First, we create a StringTokenizer object that contains the string of characters from the request line. Second, we skip over the method specification, which we have assumed to be "GET". Third, we extract the file name. You may use the power point slides (Chapter 02-Part III - posted on Blackboard) for building a web server as a guide in this process. This process would require making changes in the file HttpRequest.java and a minor change in the WebServer.java. For changes to be made in the HttpRequest.java, please use the following code and supply any missing pieces.

// Extract the filename from the request line.

```
? tokens = new StringTokenizer(?);
```

```
tokens.nextToken(); // skip over the method, which should be "GET"
```

```
String fileName = tokens.nextToken();
```

// Prepend a "." so that file request is within the current directory.

```
?
```

Because the browser precedes the filename with a slash, we prefix a dot so that the resulting pathname starts within the current directory.

Now that we have the file name, we can open the file as the first step in sending it to the client. If the file does not exist, the FileInputStream() constructor will throw the FileNotFoundException. Instead of throwing this possible exception and terminating the thread, we will use a try/catch construction to set the boolean variable fileExists to false. Later in the code, we will use this flag to construct an error response message, rather than try to send a nonexistent file.

```
// Open the requested file.
FileInputStream fis = null;
boolean fileExists = true;
try {
    ?;

} catch (FileNotFoundException e) {
    fileExists = false;
}
```

There are three parts to the response message: *the status line, the response headers, and the entity body*. The status line and response headers are terminated by the character sequence CRLF. We are going to respond with a *status line*, which we store in the variable `statusLine`, and a *single response header*, which we store in the variable `contentTypeLine`. In the case of a request for a nonexistent file, we return *404 Not Found* in the status line of the response message, and include an error message in the form of an HTML document in the entity body.

```
// Construct the response message.
String statusLine = null;
String contentTypeLine = null;
String entityBody = null;
if (fileExists) {
    statusLine = ?;
    contentTypeLine = "Content-type: " +
        contentType( fileName ) + CRLF;
} else {
    statusLine = ?;
    contentTypeLine = ?;
    entityBody = "<HTML>" +
        "<HEAD><TITLE>Not Found</TITLE></HEAD>" +
        "<BODY>Not Found</BODY></HTML>";
}
```

When the file exists, we need to determine the file's MIME type and send the appropriate MIME-type specifier. We make this determination in a separate private method called `contentType()`, which returns a string that we can include in the content type line that we are constructing.

Now we can send the status line and our single header line to the browser by writing into the socket's output stream.

```
// Send the status line.
os.writeBytes(?);

// Send the content type line.
os.writeBytes(?);

// Send a blank line to indicate the end of the header lines.
os.writeBytes(?);
```

Now that the status line and header line with delimiting CRLF have been placed into the output stream on their way to the browser, it is time to do the same with the entity body. If the requested file exists, we call a separate method to send the file. If the requested file does not exist, we send the HTML-encoded error message that we have prepared.

```
// Send the entity body.
if (fileExists) {
    sendBytes(fis, os);
    fis.close();
} else {
    os.writeBytes(?);
}
```

After sending the entity body, the work in this thread has finished, so we close the streams and socket before terminating.

We still need to code the two methods that we have referenced in the above code, namely, the method that determines the MIME type, `contentType()`, and the method that writes the requested file onto the socket's output stream. Let's first take a look at the code for sending the file to the client.

```
private static void sendBytes(FileInputStream fis, OutputStream os)
throws Exception
{
    // Construct a 1K buffer to hold bytes on their way to the socket.
    byte[] buffer = new byte[1024];
    int bytes = 0;

    // Copy requested file into the socket's output stream.
    while((bytes = fis.read(buffer)) != -1 ) {
        os.write(?, ?, ?);
    }
}
```

Both `read()` and `write()` throw exceptions. Instead of catching these exceptions and handling them in our code, we throw them to be handled by the calling method.

The variable, `buffer`, is our intermediate storage space for bytes on their way from the file to the output stream. When we read the bytes from the `FileInputStream`, we check to see if `read()` returns minus one, indicating that the end of the file has been reached. If the end of the file has not been reached, `read()` returns the number of bytes that have been placed into `buffer`. We use the `write()` method of the `OutputStream` class to place these bytes into the output stream, passing to it the name of the byte array, `buffer`, the starting point in the array, 0, and the number of bytes in the array to write, `bytes`.

The final piece of code needed to complete the Web server is a method that will examine the extension of a file name and return a string that represents its MIME type. If the file extension is unknown, we return the type `application/octet-stream`.

```
private static String contentType(String fileName)
{
    if(fileName.endsWith(".htm") || fileName.endsWith(".html")) {
        return "text/html";
    }

    if(fileName.endsWith(".gif")) {
        return "image/gif";
    }

    if(?) {
        ?;
    }

    return "application/octet-stream";
}
```

This completes the code for the second phase of development of your Web server. Now, place the `index.html` file in the same folder where the application code resides in and run the server. Open a browser and send a web request to the server running @ <http://127.0.0.1:6789/index.html> (Assuming that your server will still listen on a port number 6789. When you connect to the running web server, examine the GET message requests that the web server receives from the browser.

Question 2

- What are the benefits from writing data to a buffer instead of directly to a stream?
- Provide a screen capture for the program output from the terminal that executes your code and the web browser.
- Submit a copy of the application code.

Question 3

- a) Use the following link as a guide (or feel free to conduct your own research) to describe all the methods that are used to implement a solution for web system performance tuning and optimization.

<https://www.datadoghq.com/blog/monitoring-apache-web-server-performance/>

Acknowledgements

The ideas here in this lab are partially taking from Computer Networking: A Top-Down Approach Featuring the Internet, by Kurose & Ross Addison Wesley.