EX.NO: 08	**CREATE A SOCKET FOR HTTP FOR WEBPAGE UPLOAD AND DOWNLOAD**
DATE:	

AIM:

To write a java program for creating socket for HTTP web page upload and download.

IMPLEMENTATION OF CLIENT AND SERVER:

ALGORITHM:

Step1: Set a server port as 80.
Step2: Using HTTP services create a Socket for server by specifying the server port
Step3: Use HTTP socket for connecting the client to the URL.
Step4: Use BufferedReader to output stream to place the response from the server by the client.
Step5: Close the Connection as soon the request is been serviced. Use Malformed URL Exception

PROGRAM:

CLIENT:

```
/* …create file object…*/
importjava.io.File;
importjava.io.IOException;
 /*…used to perform read and write operation…*/
 importjavax.imageio.ImageIO;public
 class Client{
 public static void main(String args[]) throws Exception{Socket
 soc;
 BufferedImageimg = null; soc=new
 Socket("localhost",4000);
 System.out.println("Client is running. ");try {
 System.out.println("Reading image from disk. ");
 /*…read image file…*/
 img = ImageIO.read(new File("kalpanasonika.jpg"));
 ByteArrayOutputStreambaos = new ByteArrayOutputStream();
/*…write image file…*/
ImageIO.write(img, "jpg", baos);
baos.flush();
```

/*…we use toByteArray() method of ByteArrayOutputStream class…*/

byte[] bytes = baos.toByteArray();

baos.close();

System.out.println("Sending image to server. ");

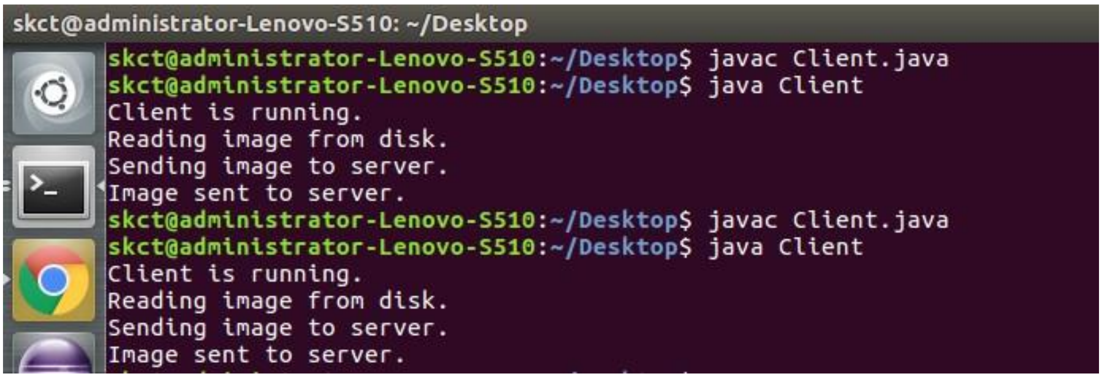
OutputStream out = soc.getOutputStream();

DataOutputStream dos = new DataOutputStream(out);

dos.writeInt(bytes.length);

dos.write(bytes, 0, bytes.length); System.out.println("Image sent to server. ");

OUTPUT:



```
skct@administrator-Lenovo-S510: ~/Desktop
skct@administrator-Lenovo-S510:~/Desktop$ javac Client.java
skct@administrator-Lenovo-S510:~/Desktop$ java Client
Client is running.
Reading image from disk.
Sending image to server.
Image sent to server.
skct@administrator-Lenovo-S510:~/Desktop$ javac Client.java
skct@administrator-Lenovo-S510:~/Desktop$ java Client
Client is running.
Reading image from disk.
Sending image to server.
Image sent to server.
```

SERVER:

//…Create Server Socket…//

ServerSocket server=null;Socket

socket;

//…Register Service port to 4000…// server=new

ServerSocket(4000); System.out.println("Server

Waiting for image");

socket=server.accept(); System.out.println("Client connected.");

InputStream in =socket.getInputStream();

DataInputStream dis = new DataInputStream(in);intlen

= dis.readInt();

System.out.println("Image Size: " + len/1024 + "KB");byte[]

data = new byte[len];

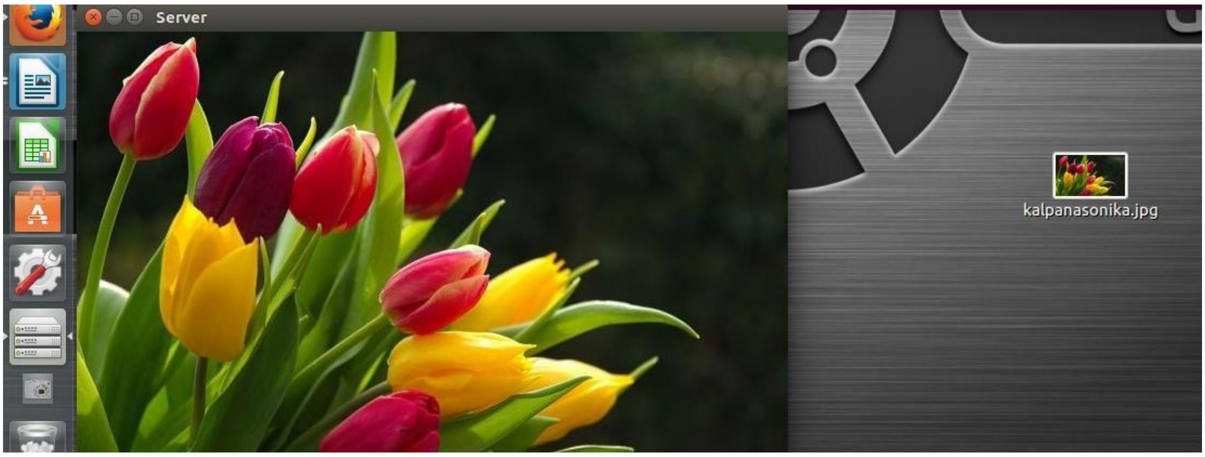
dis.readFully(data);

//…method is used to request for closing or terminating an object…//

dis.close();

```
in.close();
InputStreamian = new ByteArrayInputStream(data);
BufferedImagebImage = ImageIO.read(ian);
//…create a frame window entitled “server”…//
JFrame f = new JFrame("Server"); ImageIcon icon
= new ImageIcon(bImage);
```

OUTPUT:



RESULT

Thus the java program for creating socket for HTTP web page upload and download has been created and implemented successfully and the output has been displayed accordingly.