

Programming in Java
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Lecture – 48
Java Networking

So, now we are in a position to discuss about network related programming in Java. So basically, the idea of networking is useful to I mean do certain what is called the programming, so that the communication between two so users can be achieved. So, here we have to cover how this network related programming can be done, what are the different supports the those are available in Java networking, we will discuss. Before going to actual networking related programming, we have to have certain familiarity related to the network-related terminologies.

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What is Networking?

Networking is the process of connecting two or more computing devices together so that data and resources can be shared.

The slide features a diagram of a network with several nodes (represented by green hexagons with a flame icon) connected by lines. A small inset image of Prof. Debasis Samanta is visible in the bottom right corner of the slide.

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And then we will discuss those things, then these are the things that is required to understand the next discussion. So, we will quickly cover the basic concepts of networking and then finally, the Java. Now, you know exactly what is the process of networking, it is basically is a process of communication between the two computers we can say and they can communicate by this ok, if they are the connected through net network actually, communication channel right; they can communicate, they can share the file, they can talk to each other's and like this one. So, these are the things it is there.

And the networking is an issue, because as the time passing on the number of users are more those are connected in the network and it becomes really very complex and complicated, how these programming issues can be handled. And this is (Refer Time: 01:56) it has been evolved many ideas that how this networking can be done, the many tools, there many what is called the environments are available, out of which Java gives a very good one system, which basically allows you to write your own program and using this program you can communicate ah communicate to any parties actually. So, this is basically the basic idea about the Java networking.

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Networking Terminologies

The widely used networking terminologies are given below:

1. LAN-MAN-WAN
2. WWW
3. IP Address
4. Port Number
5. URL
6. MAC Address
7. Socket

KEY TERMS

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Now, I will just quickly recapitulate the different terminology that is relevant to the networking related issues that are there. And probably you know all those terminology, I will just quickly touch there, so like LAN-MAN-WAN, WWW, IP address, port number, URL, then MAC address and sockets, because all those things will be referred into our Java-based network programming concept is there.

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LAN-MAN-WAN


A **LAN** (Local Area Network) is a group of computers and network devices connected together, usually within the same building/campus.

By definition, the connections must be high speed and relatively inexpensive (e.g., token ring or Ethernet). Most University departments are on LANs.




LAN (LOCAL AREA NETWORK)

A **MAN** (Metropolitan Area Network) is a larger network that usually spans several buildings in the same city or town. Cable TV and Cable Internet are good example for MAN.





MAN (METROPOLITAN AREA NETWORK)

A **WAN** (Wide Area Network), in comparison to a MAN, is not restricted to a geographical location, although it might be confined within the bounds of a state or country. The technology is high speed and relatively expensive. The Internet is an example of a worldwide public WAN.



WAN (WIDE AREA NETWORK)

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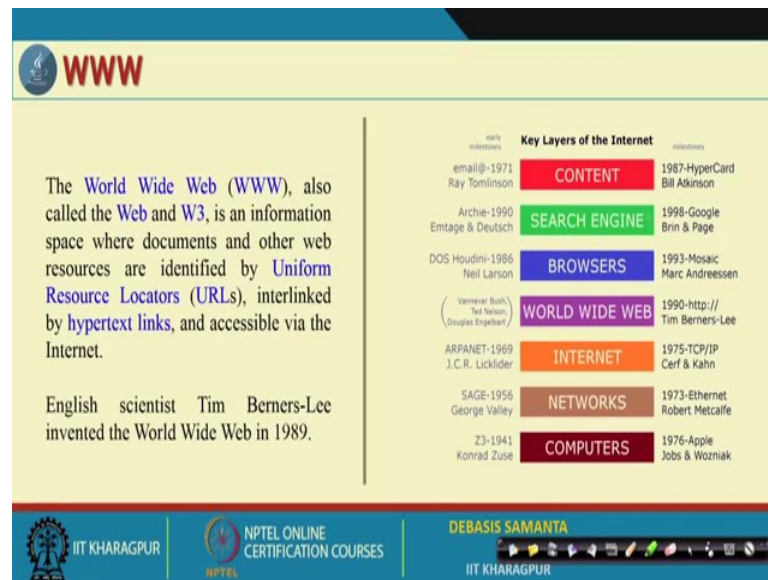
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Now, so for the local area network is concerned. It is basically the network is a connection of computers of course, but this is called a local network if the network spans within say maximum 1 to 10 kilometers within the range. So, usually it is basically on a campus or even a large building, then the network that needs to be carried out is called the local area network; it is simply called the LAN.

On the other hand, the medium area network a little bit larger than this one, this span is usually 10 to 40 kilometers. So, if you have to carried out certain communication within the city say suppose or an innovative metropolitan area, then it is called the medium metropolitan area network that is why it is called the metropolitan area network or sometimes medium network also we can say. And is an example is that cable TV connection and or cable internet connection, all these things are basically an example of a metropolitan area network.

On the other hand, a wide area network if the network ah what is called connectivity extends up to a state or even the entire country, then it is called the wide-area network. And the span is basically 40 kilometers and above. So, usually internet is a good example of the public worldwide area network, there is maybe a public network, there may be private network. Private network is limited to among the peer to peer communications only on the other hand, public means anybody can be connected and then they can share them use they can use this one.

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Now, WWW as you have heard about it is basically a popularly called the W3 or simply web is a World Wide Web, is a web means it just like a net actually you can see, who is basically spread. And the world wide web is basically related to the internet also because the internet is a part of the worldwide. So, what is the World Wide Web? Actually, it is a collection of huge what is called the documents, which are spread over the entire what is called the network or you can more precisely call the internet. So, sometimes worldwide web is also called a network of networks that means, is there are a lot of networks which are connected to each other's is called that worldwide.

And related to World Wide Web, there are many keywords which have been evolved and first said, 50 years or so, which we have mentioned like browsers, the search engine, the content, hypertext documents, the computer, networks and so many things are there. All those things evolved not in a day of course gradually, and today basically we see exactly what is the World Wide Web to and today World Wide Web is basically indispensable in our day to day activities.

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IP Address

IP address is a unique number assigned to a node of a network, for example, 192.168.0.1 .

It is composed of octets that range from 0 to 255.

It is a logical address that can be changed.

Diagram illustrating the structure of an IP address (192.168.1.34):

- 192.168.1: Network ID
- 34: Host ID

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Now, so far the different computer connectivity's are concerned every computer should be uniquely identified, there should be some numbers for that and that is what the W3 consortium they proposed one mechanism, it is called the IP address concept. So, it is basically IP stands for Internet Protocol.

So, IP address usually is a 4 byte address segmented into 8 bytes each, and then the last 8 byte is basically hosting id that means, if one computer is connected to a network and that network may have its own id, usually that is decided by the first 3 bytes; in the last byte is for the computer which is connected to this network. So, it is basically as it is an 8 by 2, so each byte value if you express it is basically in the range 0 to 255 as an example 192.168.0 is the basic one network id, and then .1 is basically the host id means id of a computer. So, this address is not exactly the physical address, logical address.

Logical I say in the sense that whenever one user wants to connect to a network, he or she should approach to the network administrator, the network administer will assign one id; whether it is a network service provider or your network administrator in your organization, whatever it is there.

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Port number

The port number is used to uniquely identify different applications.

It acts as a communication endpoint between applications.

The port number is associated with the IP address for communication between two applications.

IP Address	Port Number
200.23.56.8	69
200.23.56.8	69

--- Socket Address ---

The slide features a video inset of Debasis Samanta, an IIT Kharagpur professor, in the bottom right corner. The footer includes the IIT Kharagpur logo, NPTEL Online Certification Courses logo, and the name Debasis Samanta.

So, this is the IP address and in addition to this IP address, there is also on another identity is required it is called the port number. So, port numbers related to a particular and application. So, whenever you run one program, whether it is a Gmail program or is a browser program or whatever it is there. So, it is basically created an application.

So, every application should be uniquely identified, usually it is that identification it by means of it is called the port number. So, usually, the port number is related to the machine itself. So, every machine is given a unique port number and together with the IP address and port number actually called the socket address. So, the socket addresses nothing but this is an address of an application.

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URL

URL is the abbreviation of **Uniform Resource Locator** and is defined as the global address of documents and other resources on the World Wide Web.

To visit some website, for example Google, you'll go to the URL www.google.com.

- The first part of the URL is called *protocol identifier* and it indicates what protocol to use,
- Second part is called *resource name* and it specifies the IP address or the domain name where the resource is located.
- The protocol identifier and the resource name are separated by a *colon* and *two forward slashes*.

http://www.example.com

prefix	sub-domain	name	extension
		domain name	
the address of your website			

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And then there is also the concept of URL, probably we familiar to an example of URL like www.google.com. So, this is the one example of URL it is the full form is Uniform Resource Locator. Now, here it is basically one idea about by which a particular what is called the document, we can say the hypertext document like or a particular server can be identified.

Is basically if we have this URL, then we will be able to quickly look at a computer where it is located. And for this location as you see there are many parts are involved, one is called the domain name. And the domain name has the 3 components, is basically connected to which computer for you www this means is connected to the web that means, internet. And [.example](http://www) is basically the name of the server, where that particular file or document is located. And [.com](http://www) is the name of the organization and that means, it is basically [.com](http://www) or is basically say [.in](http://www) that means, it is connected to India or [.au](http://www) for Australia or [.ua](http://www) for USA these kind of things are there [.UK](http://www) United Kingdom like this one.

So, the different country has the different what is called the extension of these domain name. And then private organization [.com](http://www) is basically for all commercial documents related and like this one, [.org](http://www) the for an educational institution, [.edu](http://www) also other additional institution like. So, these are the different organized wise the naming is there.

Anyway in addition to this, so this is basically called the location of a particular file and there is also another is called the protocol. So, which protocol that it should use in order to access that document, it is specified by that one, for example, HTTP it is basically protocol. So, it is basically (Refer Time: 10:03) protocol and then followed by the resource name, resource name is basically `www.example.com` for example, in this case, is basically both together includes the URL.

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MAC address

MAC (Media Access Control) address is a unique identifier of NIC (Network Interface Controller).

A network node can have multiple NICs but each with unique MAC.

MAC
Media Access Control Address

00	1A	3F	F1	4C	06
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Organizational Unique Identifier Universally Administered Address

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So, there are different instead of protocol, here we have uses example one protocol HTTP, near there may be FFTP or FTP or SMTP like this. So, a different protocol is for dual discuss about the different protocol shortly. And then MAC address is basically is a another physical address, where the IP address is a logical. So, it is physical address means whenever you purchase a computer, the manufacturer assigns on unique number to this computer and these are this is called the MAC address, the full form of this is Media Access Control address. And this is also unique for every machine whichever it is manufactured in till time has the unique number.

So, this MAC address is specified by 48 bits number, again each of 8 there is 6 8 bytes segmentation which is basically usually expressed in a hexadecimal number like, so usually max at this, for example, I have given the MAC address of this one.

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Socket

A socket is an application program responsible for communication between two end points.
A socket is uniquely identified by an IP address and a Port.

Socket address
10.14.90.85:27017

Socket address
10.14.90.80:8080

Note: A socket is a software element, and it does not imply any hardware.

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So, MAC address is also required again to identify uniquely a location of a particular machine. And then socket as the socket is basically is a is an application program, you have a software you can say is a port we can say which basically use for the communication, is basically is an application program which is responsible for connecting two endpoints.

So, if you want to connect two computers in a network, this means that that connection can be controlled by means of two programs at the two ends. So, two computer which should run two programs, they are called the socket programs as you know the socket is basically connected to a computer. So, every socket should be uniquely identified and that for this the IP address in combination with the port number both together call the socket address. For example, as you see the socket address of this machine is 10.14.90.85 and the port number is 27017 like. So, there so including these two things basically combined the socket address. And therefore, a socket is not a hardware device, it is basically software.

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Communication Protocols

1. Connection-less protocol (**UDP** – User Datagram Protocol)
2. Connection-oriented protocol (**TCP** – Transmission Control Protocol)
3. **TCP-IP** (Internet Protocol)
4. **FTP** (File Transfer Protocol)
5. **HTTP** (Hypertext Transfer Protocol)
6. **HTTPS** (Secure Hypertext Transfer Protocol)
7. **SMTP** (Simple Mail Transfer Protocol)

https://www

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And now let us come to the communication protocol, there are many communication protocols that have been proposed so far people you are using, like say UDP protocol it is that all connectionless protocol whereas, the TCP is very popular one protocol Transmission Control Protocol is called the connection-oriented protocol.

And there is another protocol, which is connection-oriented as well as connectionless it is called the TCP-IP. In fact, IP is the one protocol just like a UDP it is called the connectionless protocol. So, TCP-IP is a combination of both the thing and FTP is a protocol, which is basically used for transferring the file from one machine to another.

And HTTP is the file to accessing web documents, like say HTML page like and it is the full form of Hypertext Transfer Protocol and HTTPS is the one it advanced version is basically Hypertext Transfer Protocol will follow the simple document transmission whereas, the HTTP follows the secure document transmission as the security is there is basically security is enforced by means of some encryption and decryption. And SMTP is also just like an HTTP it is, but it is related to an only application for the mail transfer. So, if you want to communicate your peers using mail and everything, so usually you follow SMTP for which you have to follow one mail server. So, mail servers usually follow SMTP.

Now, here is again connectionless and connection-oriented, the two protocols by name you can understand that if it is a connection-oriented protocol means before the

communication, there should be the connection between the two computers should be established, so that is the one idea. There is a mechanism by which the communication or connection can be established prior to the communication begin. So, there is called the communication-oriented protocol.

On the other hand, connection-less protocol means, if the two-party want to communicate themselves, that they do not record any prior and at the prior connection to be established, they simply start sending their documents. Now, it is just like a sender sending a letter to his friend how he can send, you just simply write the postal address of the friend and then drop it to the post box, and then there is a postal service is there. They will channelize this letter into a particular frame-like. So, it is the procedure is called the connectionless protocol.

Anyway, so these are the protocol and more interesting fact is that Java supports anyone protocol whatever we have mentioned, whether it is a UDP or TCP TCP-IP or HTTP HTTPS absolutely not the issues there.

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Connection-oriented protocol

In connection-oriented protocol, acknowledgement is sent by the receiver.

So it is **reliable** but **slow**.

TCP follows connection-oriented protocol.

The diagram illustrates a network topology for a connection-oriented protocol. It shows two Virtual Private Networks (VPNs) connected via a central IP/MPLS Core. Each VPN is connected to a Cloud Edge (CE) router, which is then connected to an IP/MPLS Edge Router. The connection between the two edge routers is labeled 'Connection-Oriented'.

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And so these are convection-less.


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Connection-less protocol

In connection-less protocol, acknowledgement is not sent by the receiver.

So it is **not reliable** but **fast**.

The example of connection-less protocol is **UDP**.



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And connection-oriented protocol, as you have discussed about.

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TCP-IP

Transmission Control Protocol (TCP) – It is known to provide **reliable** and error-free communication between end systems.

- It performs sequencing and segmentation of data.
- It also has acknowledgment feature and controls the flow of the data through flow control mechanism.
- It is a very effective protocol but has a lot of overhead due to such features. Increased overhead leads to increased cost.

Internet Protocol (IP) – It is responsible for delivering **packets** from the source host to the destination host by looking at the **IP addresses** in the packet headers.

IP has 2 versions: IPv4 and IPv6.

IPv4 is the one that most of the websites are using currently.

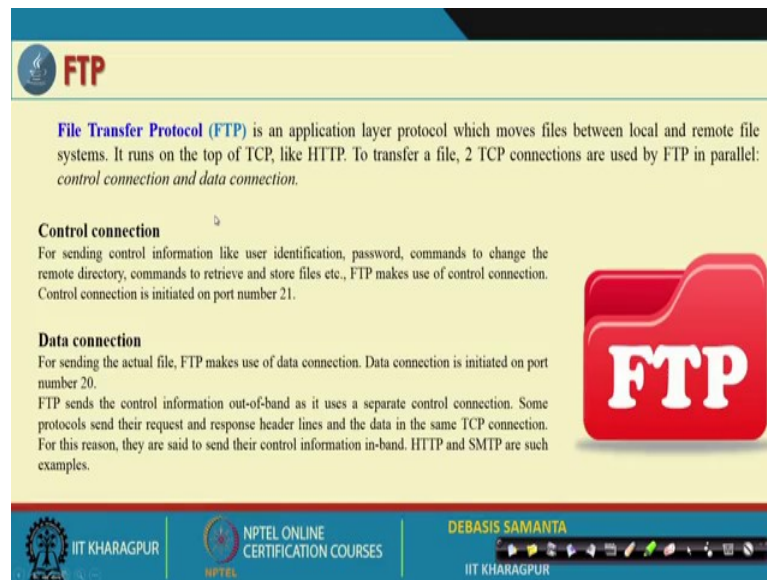
But IPv6 is growing as the number of IPv4 addresses are limited in number when compared to the number of users.

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And then TCP-IP is also one protocol which is basically more reliable as well as fast usually connectionless protocol is not reliable; however, it is fast whereas, a connection-oriented protocol is highly reliable, but it is not so fast. On the other hand, TCP-IP is a combination of both connection-less and connection-oriented protocol which is reliable as well as very fast.

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FTP

File Transfer Protocol (FTP) is an application layer protocol which moves files between local and remote file systems. It runs on the top of TCP, like HTTP. To transfer a file, 2 TCP connections are used by FTP in parallel: *control connection and data connection.*

Control connection
For sending control information like user identification, password, commands to change the remote directory, commands to retrieve and store files etc., FTP makes use of control connection. Control connection is initiated on port number 21.

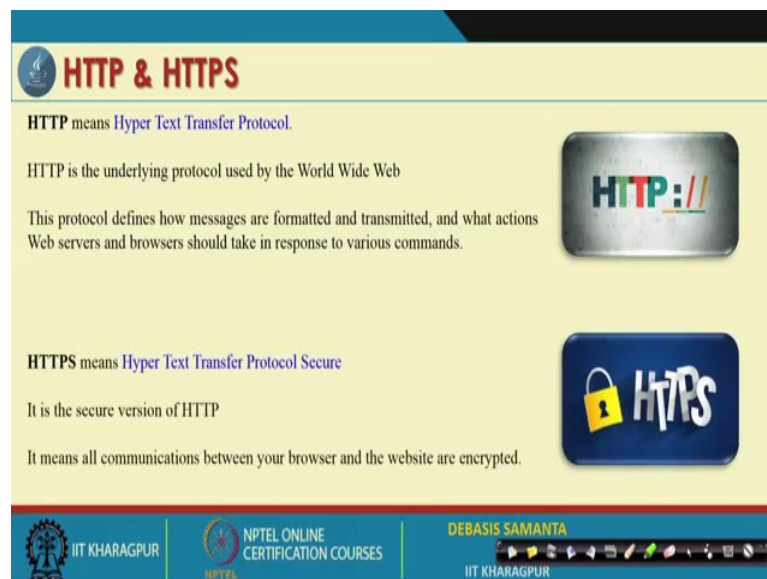
Data connection
For sending the actual file, FTP makes use of data connection. Data connection is initiated on port number 20. FTP sends the control information out-of-band as it uses a separate control connection. Some protocols send their request and response header lines and the data in the same TCP connection. For this reason, they are said to send their control information in-band. HTTP and SMTP are such examples.

FTP

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Now, the FTP protocol is for the transferring file.

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HTTP & HTTPS

HTTP means **Hyper Text Transfer Protocol**.

HTTP is the underlying protocol used by the World Wide Web

This protocol defines how messages are formatted and transmitted, and what actions Web servers and browsers should take in response to various commands.

HTTPS means **Hyper Text Transfer Protocol Secure**

It is the secure version of HTTP

It means all communications between your browser and the website are encrypted.

HTTP://

HTTPS

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And HTTP is also transferring the hypertext document. For example, say the document is an HTML page who is hosted some scraped, PHP, Javascript or even a plate-like this one. So, this basically how these files the documents can be coming I mean, can be from one server, can be brought to a browser machine here for maybe see your local machine and so and so on. So, these are protocol that it follows.

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SMTP

SMTP means Simple Mail Transfer Protocol

SMTP is an application layer protocol.

The client who wants to send the mail opens a TCP connection to the SMTP server and then sends the mail across the connection. The SMTP server is always on listening mode. As soon as it listens for a TCP connection from any client, the SMTP process initiates a connection on that port (numbered as 25). After successfully establishing the TCP connection the client process sends the mail instantly.

SMTP

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SMTP is for transferring the file document.

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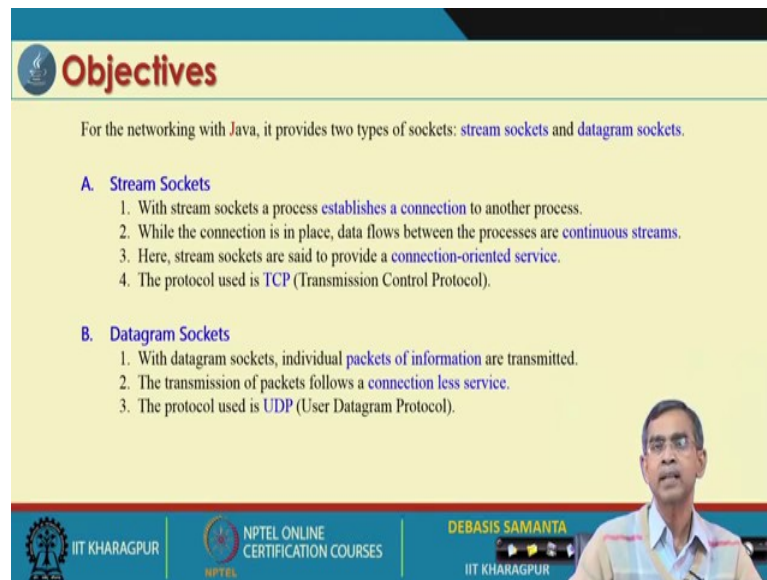
Overview HTTP-FTP-SMTP

PARAMETER	HTTP	FTP	SMTP
Port number	80	20 and 21	25
Type of band transfer	In-band	Out-of-band	In-band
State	Stateless	Maintains state	–
Number of TCP connections	1	2 (Data Connection and Control Connection)	1
Type of TCP connection	Can use both Persistent and Non-persistent	Persistent for Control connection, Non-persistent for Data Connection	Persistent
Type of Protocol	Pull Protocol (Mainly)	–	Push Protocol (Primarily)
Type of Transfer	Transfer files between Web server and Web client	Transfer directly between computers	Transfers mails via Mail Servers

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And there is obviously, some salient points the between HTTP-FTP and SMTP, I have listed all these points here for the summarization of all these aspects you can take your own time to go through this and then can understand it.

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Objectives

For the networking with Java, it provides two types of sockets: stream sockets and datagram sockets.

A. Stream Sockets

1. With stream sockets a process establishes a connection to another process.
2. While the connection is in place, data flows between the processes are continuous streams.
3. Here, stream sockets are said to provide a connection-oriented service.
4. The protocol used is TCP (Transmission Control Protocol).

B. Datagram Sockets

1. With datagram sockets, individual packets of information are transmitted.
2. The transmission of packets follows a connection less service.
3. The protocol used is UDP (User Datagram Protocol).

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Now, I will come to that Java networking which is more important things to understand at the moment. And for the Java networking, there are many ways actually and all the things can be categorized into two categories. They basically called the stream class and then the datagram sockets or stream sockets and datagram sockets, as you know socket means a program actually. So, the program should be written in the Java language.

So, there are two ways the program can be written, one way is called the concept using stream sockets and another way is considering your datagram sockets. So actually, these are the two different programs, if we use the two different classes for communications among the two parties. Now, so far the stream sockets are concerned, it basically the related to the connection-oriented service like say TCP.

ah So, according to these sockets it basically first establishes a connection between the two communicating parties. And then whenever the connection is established, then they will start streaming the data from one machine to another as a continuous that is why it is called the string sockets. And here as I already told you, this is a connection-oriented protocol that means TCP is followed here.

On the other hand, datagram sockets are another way of sending I mean communicating between the two parties, it is based on the connectionless protocol. Here actually what is that the entire documents or the content that needs to be channelized, needs to be sent

from one into another is basically divided into small parts, each part is called the packets or more precisely it is called the datagram.

A datagram is just like a packet consists of maybe say 64 bytes or every 1024 bytes the network admitters can decide that what should be the size, but the standard size is 64 bytes like. So, is a smaller bytes packets are created. So, entire documents if it is a 1 MB, it will be fragmented into 64 bytes each, each, each, each. And then it starts sending one byte at a rate, and then whenever a packet is there or a datagram packet it should include; who is the sender and who is the receiver all at this everything is there.

Now, it starts sending start dropping this packet into the network. And then the network a controller is there, which will basically decide that whether if this packet is available to him when to which direction he should forward this packet, so that ultimately it will reach to the destination ah points. So, this is the idea about this one and this protocol popularly called UDP – User Datagram Protocol.

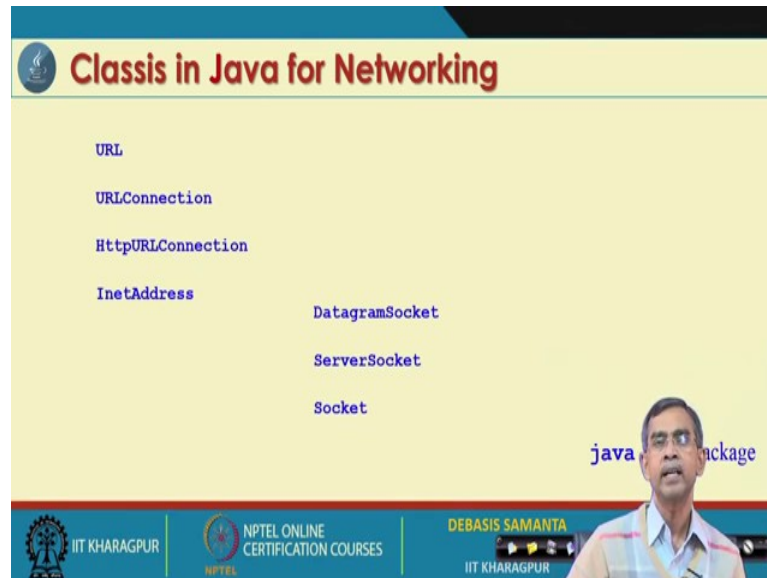
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TCP versus UDP	
TRANSMISSION CONTROL PROTOCOL (TCP)	USER DATAGRAM PROTOCOL (UDP)
TCP is a connection-oriented protocol. Connection-orientation means that the communicating devices should establish a connection before transmitting data and should close the connection after transmitting the data.	UDP is the Datagram oriented protocol. This is because there is no overhead for opening a connection, maintaining a connection, and terminating a connection. UDP is efficient for broadcast and multicast type of network transmission.
TCP is reliable as it guarantees delivery of data to the destination router.	The delivery of data to the destination cannot be guaranteed in UDP.
TCP provides extensive error checking mechanisms. It is because it provides flow control and acknowledgment of data.	UDP has only the basic error checking mechanism using checksums.
Sequencing of data is a feature of Transmission Control Protocol (TCP), this means that packets arrive in-order at the receiver.	There is no sequencing of data in UDP. If ordering is required, it has to be managed by the application layer.
TCP is comparatively slower than UDP.	UDP is faster, simpler and more efficient than TCP.
Retransmission of lost packets is possible in TCP, but not in UDP.	There is no retransmission of lost packets in User Datagram Protocol (UDP).
TCP header size is 20 bytes. TCP is heavy-weight.	UDP Header size is 8 bytes. UDP is lightweight.
TCP is used by HTTP, HTTPS, FTP, SMTP and Telnet	UDP is used by DNS, DHCP, TFTP, SNMP, RIP, and VoIP.

So, these are the two protocol that is followed here. And again there are obviously, some comparisons between the TCP versus UDP. The basic ways that TCP is connection yes or else the UDP connection-oriented, where is the UDP is connection-less. And there are some other more implicated the differences are there which has been listed here, again I advise you to just go through all the points and try to understand that is the difference is

there, but at the moment all those difference is not so much important. So, for our network each programming is concerned.

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Now, I will come to the discussion on what are the different process so that we can utilize, because you know Java is the object-oriented programming. So, for the implementation of anything, we have to rely on the different classes. So, I will just discuss what are the different classes which basically you should learn so that you can find yourself comfortable with the network-related programming with Java.

Now, here there are few classes related to the connection and then identifying a connection like. So, we have listed here like URL is a class, URLConnection is also another class, and then HttpURLConnection is another class, InetAddress is class, we will go quickly go through the different class, they are compositions and then they are utilization and everything also illustration. And then so these are the different classes by which the connections related information's can be maintained or can be controlled.

And then regarding these connections and then making the communications actually, so that means sending and receiving and everything, it has been followed by few more classes, like DatagramSockets, ServerSocket and the Socket. Now, DatagramSocket is basically the concept that followed is a datagram streaming that means for UDP protocol like, whereas ServerSocket and Socket is basically for the TCP related protocol that means, connection-oriented protocol like.

So, ServerSocket is basically whenever we have to make one machine as a server and then socket is basically for making some machines as a client. So, it is basically for client-server computing or distributed computing line. Anyway, we will discuss the different ah concept of all the classes that are basically very much essentials here, relate to the Java networking program.

Anyway, all these classes definitely are Java is very organized on system, they are defined in a package. The package, which basically used for this is `java.net.package`. `java.net.package` is basically is the package means for including all these classes, where users can get it and then you can use it.

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Class URL

Handwritten: 155.18.20.31

<https://nptel.ac.in/course.php>

A URL contains many information. For example

- **Protocol:** In this case, `https` is the protocol.
- **Server name or IP Address:** In this case, `nptel.ac.in` is the server name.
- **Port Number:** It is an optional attribute. If we write `https://nptel.ac.in:80/`, 80 is the port number. If port number is not mentioned in the URL, it will return -1.
- **File Name or directory name:** In this case, `course.php` is the file name.

Handwritten diagram: A box divided into four quadrants with arrows pointing to the four parts of the URL (protocol, server name, port, file name).

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Now, I will first discuss each one class one by one followed by some illustration, so that you can understand the concept that what are these classes has these facilities and on what occasion which class should be used like this. So, the class URL and I know you have already mentioned what exactly and URL look like. So, URL first point is which protocol that it follows.

For example, in this example as you see there are two parts in this URL, `https` is the protocol that it should follow. And then followed by the what is called the resource location, this resource location is basically `nptel.ac.in/course.php`, this means that in this location, there is a file available means a user, a browser, a party can access on the tile

the name of the file is course.php. So, the course.php can be accessed by means of this URL and here another thing is that from which machine that this file can be accessed.

So, the middle part that is nptel.ac.in indicates in which server, this file is located. And then if this file and this server are identified, then they are definitely what type of protocol transmission should be followed in order to get access to this file into your own machine. So, here, therefore, the protocol, the server name and sometimes the server name should be associated with port number also. For example, nptel.ac.in and then colon and the port number say 5 0 5 0 that also can be specified; if no port number is mentioned, then by default the port number will be considered as a minus 1, so this is the default standard and like this one.

And then finally, the last component is the actual document specialist at the document. Like, say if we say there, test.java. So, this is the file that you can have and then we can access it. So, it is like this so this way the URL basically imply it, now whenever we can define a class. So, a URL basically this is an object as you see, so then this is basically an object and we can say that URL object that means, URL consists of so many information; what is the protocol, what is the name of the server, what is the file name or maybe. So, this is the name of the server that we can understand, but in new of this on the server name can be also uniquely identified by IP address say 155.18.20.31, so that is also this one, so logically address is there.

So, it is in and there and there may be one machine that proxy we can say, a proxy has the tank mapping that if this is the name domain name or the server name, then corresponding this which is the IP address. So, there is a table maintained for every network there is a proxy machine, which basically includes everything if this is the domain name then what is the IP address like this one.

So, so this is a very important one concept about regarding the location or a precisely specifying the machine that is there. So, this basically the URL location and the URL classes basically has many other constructors as well as method is there.

(Refer Slide Time: 25:27)

Class URL

The Java URL class represents an URL.. URL is an acronym for Uniform Resource Locator. It points to a resource on the World Wide Web. For example:

`https://nptel.ac.in/course.php`

A URL contains many information. For example

- **Protocol:** In this case, `https` is the protocol.
- **Server name or IP Address:** In this case, `nptel.ac.in` is the server name.
- **Port Number:** It is an optional attribute. If we write `https://nptel.ac.in:80/`, `80` is the port number. If port number is not mentioned in the URL, it will return `-1`.
- **File Name or directory name:** In this case, `course.php` is the file name.

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Ok.

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Class URL : Methods

The `java.net.URL` class provides many methods. The important methods of URL class are given below.

Method	Description
<code>public String getProtocol()</code>	Returns the protocol of the URL.
<code>public String getHost()</code>	Returns the host name of the URL.
<code>public String getPort()</code>	Returns the Port Number of the URL.
<code>public String getFile()</code>	Returns the file name of the URL.
<code>public URLConnection openConnection()</code>	It returns an instance of URLConnection associated with the URL.

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So, the methods those are they are in URL by there are few more methods also, but I have mentioned only those are most important methods are there; `getProtocol`, `getHost` that means, the name of the host and then `getPort`, `getFile`, and then `openConnection`, like this one. So, I have already mentioned about the URL. So, if it is a URL object is given to you, and then you can get although the information from there.

(Refer Slide Time: 26:05)

Class URL : An example

```
import java.net.*;

public class URLClass{
    public static void main(String[] args){
        try{
            URL url = new URL("https://nptel.ac.in/course.php");

            System.out.println("Protocol: "+url.getProtocol());
            System.out.println("Host Name: "+url.getHost());
            System.out.println("Port Number: "+url.getPort());
            System.out.println("File Name: "+url.getFile());

        } catch (Exception e){
            System.out.println(e);
        }
    }
}
```

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And so this is an example you can understand, this is very separating a simple example. So, we can create a URL object like this one, sending this information. And then from this URL class and using this getProtocol method that we have already discussed, we can have all the information related to this object. So, this is a simple example if you can run it, you can get an idea. So, instead of any other URL, you can mention any URL of your own and you can find the execution of this thing you can understand about these one. And so this is the URL.

(Refer Slide Time: 26:41)

Class URLConnection

The Java `URLConnection` class represents a communication link between the URL and the application. This class can be used to read and write data to the specified resource referred by the URL.

Some of the important **methods** provided by this class is shown below:

Method	Description
<code>openConnection ()</code>	Returns the object of <code>URLConnection</code> class.
<code>getInputStream ()</code>	Returns all the data of the specified URL in the stream that can be read and displayed

The syntax to get the object of `URLConnection` class

```
public URLConnection openConnection() throws IOException{
```

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And then the next class is called the URL class, URL connection class. It has the two methods mainly, the open connection and get input stream and this open connection is basically to establish a connection from one machine to another machine from the current socket to the distant socket-like. And then get input stream basically, how the data can be read from the distant socket or from another socket to this current socket. So, this is the two methods usually very much useful, there are some other methods also those are very much essential right, but those are the methods we have we will be referring here, we have mentioned here only.

(Refer Slide Time: 27:15)

Class URLConnection : An example

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

public class URLConnectionClass{
    public static void main(String[] args){
        try{
            URL url = new URL("https://nptel.ac.in/course.php");
            URLConnection urlcon = url.openConnection();
            InputStream stream = urlcon.getInputStream();
            int b;
            while((b = stream.read()) != -1){
                System.out.print((char)b);
            }
        }catch(Exception e){
            System.out.println(e);
        }
    }
}
```

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And this is an example that you can check it quickly. And so this is basically URL object is created, and then we just make a connection and this is the method by which we can make the connection. So, this name of the connection, connection again is an object everything in Java theater engine objects. So, URL connection and then once the connection is there, then we can create a stream and this stream is basically getting input stream for this URL connection that means, if this is the machine and we can connect this another machine like right from so this is basically the distance machine.

So, this machine address is this on, it is your own program from where I am running this one, so this one. And then from there, I get a get input stream means I am reading the data from this machine. So, this is the idea about each here that and then we can start reading this data in the stream ah. So, long the end of the file has occurred which means

the entire file will be read from the distance machine and will be stored into the local machine-like. So, this is a very simple example that explain these concept that how the URL connection can be utilized to fetch data from the distance machine through the communication.

(Refer Slide Time: 28:21)

Class HttpURLConnection

The Java `HttpURLConnection` class is `http` specific `URLConnection`. It works for **HTTP** protocol only.

This class can be used for extracting the following information of any HTTP URL

- Header information.
- Status code.
- Response code, etc.

The syntax to get the object of `HttpURLConnection` class using typecasting

1. `public URLConnection openConnection() throws IOException;`
2. `URL url = new URL("http://www.nptel.ac.in/java-tutorial");`
3. `HttpURLConnection huc = (HttpURLConnection) url.openConnection();`

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Now, `HttpURLConnection` is very similar to `URLConnection` only, but only in this case the protocol, that it should follow HTTP protocol only.

(Refer Slide Time: 28:29)

Class HttpURLConnection

The Java `URLConnection` class represents a communication link between the URL and the application. This class can be used to read and write data to the specified resource referred by the URL.

Some of the important **methods** provided by this class is shown below:

Method	Description
<code>getHeaderFieldKey(int n)</code>	Returns the information in the header field <code>n</code> .
<code>getHeaderField(java.lang.String name)</code>	Returns all the header field.

Note: There are many more methods in this class

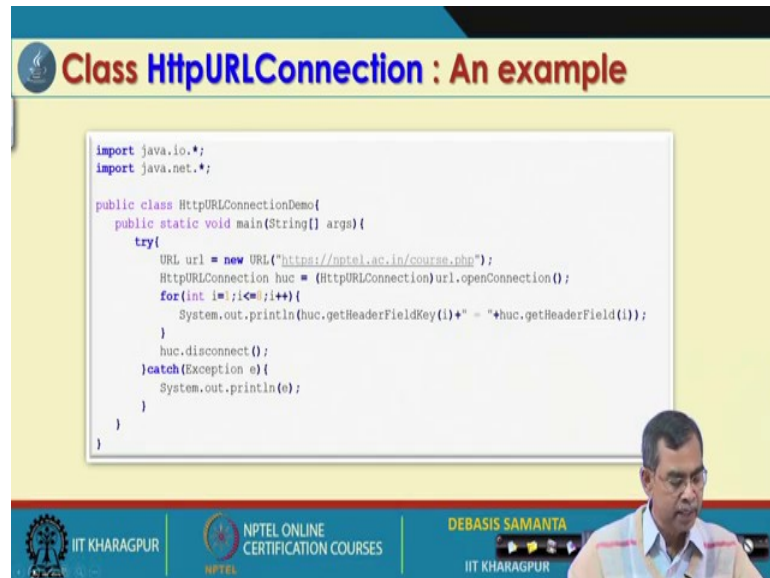
The syntax to get the object of `URLConnection` class

```
public URLConnection openConnection() throws IOException;
```

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And here is a rather different methods that are included in the HttpURLConnection, the huge number of methods are there, but I have mentioned only two methods other methods you can obtain from the core Java material, tutorial that is there.

(Refer Slide Time: 28:41)



The slide is titled "Class HttpURLConnection : An example". It displays a Java code snippet for a class named `HttpURLConnectionDemo`. The code imports `java.io.*` and `java.net.*`. The `main` method creates a `URL` object for `https://nptel.ac.in/course.php`, opens an `HttpURLConnection` object, and iterates through the headers. It prints the header keys and values. The code is as follows:

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

public class HttpURLConnectionDemo{
    public static void main(String[] args){
        try{
            URL url = new URL("https://nptel.ac.in/course.php");
            HttpURLConnection huc = (HttpURLConnection)url.openConnection();
            for(int i=0;i<=0;i++){
                System.out.println(huc.getHeaderFieldKey(i)+" = "+huc.getHeaderField(i));
            }
            huc.disconnect();
        }catch (Exception e){
            System.out.println(e);
        }
    }
}
```

The slide also features a video feed of a man in the bottom right corner and a footer with logos for IIT Kharagpur and NPTEL, along with the name DEBASIS SAMANTA.

Now, let us come to the example here as you see, so this is the URL connection, URL objects. And these basically the idea about, how the HttpURLConnection can be established. And once this connection is established rest of the things is same as the previous one. So, this is the idea about so only these basically make distinguish or simple communication or the URL HTTP communication like.

(Refer Slide Time: 29:07)

Class InetAddress

Java **InetAddress** class represents an IP address. The `java.net.InetAddress` class provides methods to get the IP of any host name. For examples:

www.nptel.ac.in www.google.com www.wikipedia.org

The `java.net.InetAddress` class provides many methods. The important methods of this class are given below.

Method	Description
<code>public static InetAddress getByName(String host) throws UnknownHostException</code>	Returns the instance of InetAddress containing LocalHost IP and name.
<code>public static InetAddress getLocalHost() throws UnknownHostException</code>	Returns the instance of InetAddress containing local host name and address.
<code>public String getHostName()</code>	Returns the host name of the IP address.
<code>public String.getHostAddress()</code>	Returns the IP address in string format.
<code>public URLConnection openConnection()</code>	It returns instance of URLConnection i.e. associated with this URL.

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And InetAddress also similar to the URL address, but it has a different way the internet address related composition. So, he is basically IP, Port, everything can be there, it can be understood. And as you have seen these are the different methods is very similar to the URL like, the different methods are there by which you can access the different information related to the different connection of a connection with them about the different connection.

(Refer Slide Time: 29:33)

Class InetAddress : An example

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

public class InetAddressClass{
    public static void main(String[] args){
        try{
            InetAddress ip = InetAddress.getByName("www.nptel.ac.in");

            System.out.println("Host Name: "+ip.getHostName());
            System.out.println("IP Address: "+ip.getHostAddress());

        }catch (Exception e){
            System.out.println(e);
        }
    }
}
```

n:\WORK\NPTEL\Final\week 10\Lecture Slides\Networking Demo\4. InetAddress Class\java InetAddressClass
Host Name: www.nptel.ac.in
IP Address: 14.139.160.71

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And here is another example that you can see. So, InetAddress just like a similarly URL, this is basically the URL we can say I have specified and get by name and InetAddress. So, IP is basically the I InetAddress in this case, one this InetAddress is there, then we can have the different method getHostname, getHost localhost and everything of this method. And then we can obtain the different information, the concept is very similar to the URL connection and the idea it is like this. And here is an example that you can run this program.

Now, I will come to the communication. So, using the sockets basically and there are two types of sockets, rather 3 socket DatagramSockets, server socket and socket only.

(Refer Slide Time: 30:17)

Class DatagramSocket

Java **DatagramSocket** class represents a connection-less socket for sending and receiving datagram packets.

A datagram is basically an information but there is no guarantee of its content, arrival or arrival time.

Commonly used Constructors of DatagramSocket class:

Constructors	Description
<code>DatagramSocket()</code> throws <code>SocketException</code>	It creates a datagram socket and binds it with the available Port Number on the localhost machine.
<code>DatagramSocket(int port)</code> throws <code>SocketException</code>	It creates a datagram socket and binds it with the given Port Number.
<code>DatagramSocket(int port, InetAddress address)</code> throws <code>SocketException</code>	It creates a datagram socket and binds it with the specified port number and host address.

The slide footer includes logos for IIT KHARAGPUR and NPTEL ONLINE CERTIFICATION COURSES, along with the name DEBASIS SAMANTA.

So, DatagramSocket basically follows the UDP protocol and the different methods those are defined therein DatagramSockets, these are the basically constructor by which a socket can be created actually that they are different constructor means, I can either we can mentioned the port number or we can means at the port number as well as either at this or you cannot mean some anything. So, this socket is basically if you want to communicate within the same localhost that means, maybe that within the same machine like one machine can be connected by the two users.

So, it is basically shear single shear machine is sheared form and then there protocol can be followed, but here if the distance machine from this machine a to another machine b. And it is also a distance machine, but if you know the InetAddress quickly early. So,

these are the differences I mean constructed those are useful for the DatagramSocket like.

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Class DatagramSocket : Methods

The **DatagramSocket** class provides many methods. The important methods of this class are given below.

Method	Description
<code>public InetAddress getAddress ()</code>	Returns the destination InetAddress. It is typically used for sending.
<code>public int getPort ()</code>	Returns the integer destination port number. It is typically used for sending.
<code>public byte [] getData ()</code>	Returns the byte array of data contained in the datagram. It is used to retrieve data from the datagram after it has been received.
<code>public int getLength ()</code>	Returns the length of the valid data contained in the byte array that would be returned from the <code>getData()</code> method.

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And these are the methods `getAddress`, `getPort`, and then `getData` and `getLength`. `getData` is very important in order to get the data I mean ah get fetching the data from the machine to that machine here.

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Class DatagramSocket : An example

```
import java.net.*;

public class Receiver {
    public static void main(String[] args) throws Exception {
        DatagramSocket ds = new DatagramSocket(3000);
        byte[] buf = new byte[1024];
        DatagramPacket dp = new DatagramPacket(buf, 1024);
        ds.receive(dp);
        String str = new String(dp.getData(), 0, dp.getLength());
        System.out.println(str);
        ds.close();
    }
}

import java.net.*;

public class Sender {
    public static void main(String[] args) throws Exception {
        DatagramSocket ds = new DatagramSocket();
        String str = "Welcome to NPTEL";
        InetAddress ip = InetAddress.getByName("127.0.0.1");
        DatagramPacket dp = new DatagramPacket(str.getBytes(), str.length(), ip, 3000);
        ds.send(dp);
        ds.close();
    }
}
```

Receiver

Sender

This example illustrates how a sender program sends some messages to the receiver program using **DatagramSocket** UDP protocol.

Steps:

1. First run the receiver program.
2. Run the sender program.

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And this example is very easy to understand and very simple example I have planned for you. So, in this example as we see `DatagramSockets ds` object is created, and here you

have to mention the port that is the port number which we and this machine this example is basically, in the same machine how it can be shared the documents actually. So, the idea is there you can run the two programs, socket program so that means, two different threads are there.

And that two threads is just you can simulate that ok, this is the one party and this is another party; like so one party is called the receiver, another party is called the sender. And this is a receiver socket and this is the Sender sockets. The idea is very simple, first, you have to keep creating a DatagramSocket objects as you have created here. And then to do this thing, I have mentioned here port number. So, the port number should be the same as these two machines, these two programs who run in the same machine. So, for both servers and send receiver and sender it has the same port number.

And then here you just create a DatagramPacket. So, DatagramSockets and DatagramPackets are basically to see that whatever the message that you want to communicate, how the entire message can be created into a number of packets, a packets may be of 64 bytes as I have told you. So, this object we will do these things for you. The entire buffer if you give it, then this dp will create the packets that needs to be transmitted from one party to another here.


And then once it is there, then this basically dp.getData can be converting the string and the same string can be transmitted by this means of the method. So, receive the dp that means, it basically receives packets that can be a send that has been send by some machine and it will receive. And then after receiving this packet dp, it will basically process that means, you can process shown or you can display whatever it is there.

So, this is so further received is concerned. And nowhere is basically sending, as you know the sending here. So, suppose I want to send only this text, Welcome to an NPTEL. So, first I have to create a DatagramSocket ds, as you have to send in the same machine. So, a port number is the basically same thing that you can do, otherwise, you can do not use anything also. And then this is the message that I want to send it, is very small message of course in this case, but actually it can be very large file, in that case, I can mention that this is a file that you have to store, but using say file input stream the file can be converted in the stream format and that stream can be put into that datagram like.

And then this is the ip at this from here you have to send it. Now, here is the one thing is that or it is a default that if the same machine it will already assign one ip address that it is this one 127.0.0.1, it is the standard default only. So, this is the default ip address if you have to communicate within the same machine only. And then the DatagramPacket that will be transmitted about this string. So, it is a string we convert in the DatagramPacket, and then we send this DatagramPacket to this port and then is basically send.

So, the DatagramPacket has been ready with these destination addresses and everything and therefore send. So, this way the sender will send, it will go to the receiver, receiver will receive, and then it will be processed. So, this is basically the communication between the two parties, which are basically using the same port we can say. Same port in the sense that they are the same machine.

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Class ServerSocket

The `java.net.ServerSocket` class is used by **server** applications to obtain a *port* and *listen* for client requests.

ServerSocket class has the following *constructors*:

Constructors	Description
<code>public ServerSocket(int port) throws IOException</code>	Attempts to create a server socket bound to the specified port. An exception occurs if the port is already bound by another application.
<code>public ServerSocket(int port, int backlog) throws IOException</code>	Similar to the previous constructor, the backlog parameter specifies how many incoming clients to store in a wait queue.
<code>public ServerSocket(int port, int backlog, InetAddress address) throws IOException</code>	Similar to the previous constructor, the <code>InetAddress</code> parameter specifies the local IP address to bind to. The <code>InetAddress</code> is used for servers that may have multiple IP addresses, allowing the server to specify which of its IP addresses to accept client requests on.
<code>public ServerSocket() throws IOException</code>	Creates an unbound server socket. When using this constructor, you must call the <code>bind()</code> method when you are ready to bind the server socket.

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Now, so another is a class ServerSockets, these have the few constructor as we have mentioned here. Again the port, the InetAddress and then time that needs to be queued and so many things are the basic information that needs to be provided in order to create the object.

As I have already mentioned you, the server socket is basically the program that basically suitable for maintaining one machine as a server that means, this machine may be connected with many clients, those are either in the same or you may the same system

or maybe in the remote systems whatever it is here. And so idea it is like this, so server socket is there. And the constructor it is these are the constructor.

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Class ServerSocket

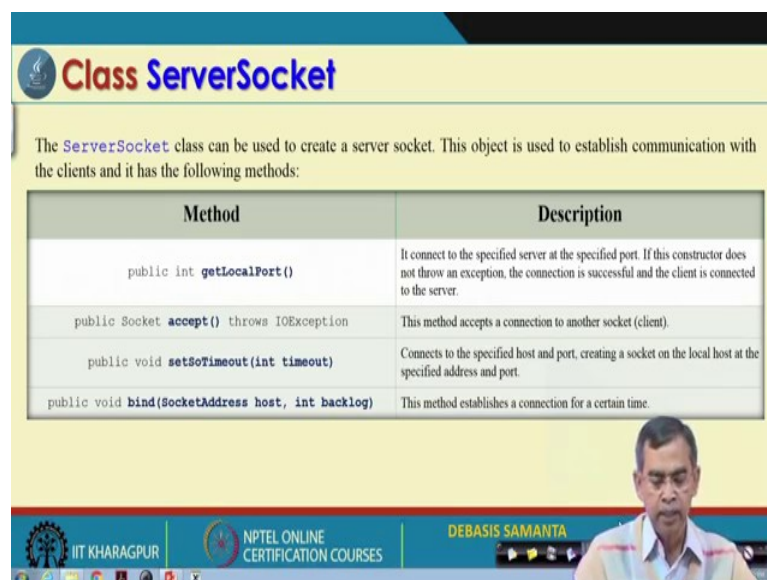
The `ServerSocket` class can be used to create a server socket. This object is used to establish communication with the clients and it has the following methods:

Method	Description
<code>public int getLocalPort()</code>	It connect to the specified server at the specified port. If this constructor does not throw an exception, the connection is successful and the client is connected to the server.
<code>public Socket accept() throws IOException</code>	This method accepts a connection to another socket (client).
<code>public void setSoTimeout(int timeout)</code>	Connects to the specified host and port, creating a socket on the local host at the specified address and port.
<code>public void bind(SocketAddress host, int backlog)</code>	This method establishes a connection for a certain time.

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There are many more methods are there, I have mention few methods here.

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Class ServerSocket

The `ServerSocket` class can be used to create a server socket. This object is used to establish communication with the clients and it has the following methods:

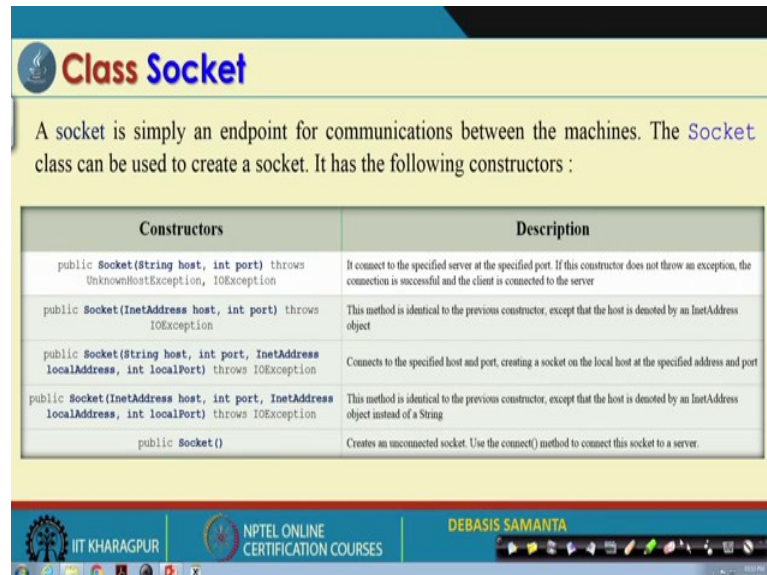
Method	Description
<code>public int getLocalPort()</code>	It connect to the specified server at the specified port. If this constructor does not throw an exception, the connection is successful and the client is connected to the server.
<code>public Socket accept() throws IOException</code>	This method accepts a connection to another socket (client).
<code>public void setSoTimeout(int timeout)</code>	Connects to the specified host and port, creating a socket on the local host at the specified address and port.
<code>public void bind(SocketAddress host, int backlog)</code>	This method establishes a connection for a certain time.

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I have mentioned a few methods, those are very important here. For example, getting the information about the port, and connecting that accept I mean accepting a communication connection, and then how much time that it should way to listen to

others, those are the different information which is basically can be maintained by and then can be obtained from the from this method for a ServerSocket object-like.

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Class Socket

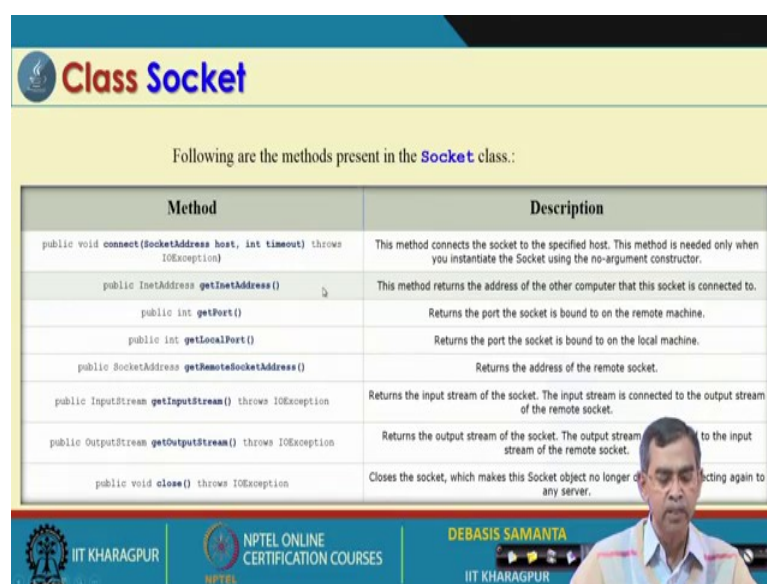
A socket is simply an endpoint for communications between the machines. The `Socket` class can be used to create a socket. It has the following constructors :

Constructors	Description
<code>public Socket(String host, int port) throws UnknownHostException, IOException</code>	It connect to the specified server at the specified port. If this constructor does not throw an exception, the connection is successful and the client is connected to the server
<code>public Socket(InetAddress host, int port) throws IOException</code>	This method is identical to the previous constructor, except that the host is denoted by an <code>InetAddress</code> object
<code>public Socket(String host, int port, InetAddress localAddress, int localPort) throws IOException</code>	Connects to the specified host and port, creating a socket on the local host at the specified address and port
<code>public Socket(InetAddress host, int port, InetAddress localAddress, int localPort) throws IOException</code>	This method is identical to the previous constructor, except that the host is denoted by an <code>InetAddress</code> object instead of a <code>String</code>
<code>public Socket()</code>	Creates an unconnected socket. Use the <code>connect()</code> method to connect this socket to a server.

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And then Class Sockets, very similar to this server socket itself only the thing is that socket can be used to represents a client machine, so that is why and it has the different constructor as I have mentioned here. And in addition to these constructors, there are many other methods also involved.

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Class Socket

Following are the methods present in the `Socket` class.:

Method	Description
<code>public void connect(SocketAddress host, int timeout) throws IOException</code>	This method connects the socket to the specified host. This method is needed only when you instantiate the <code>Socket</code> using the no-argument constructor.
<code>public InetAddress getInetAddress()</code>	This method returns the address of the other computer that this socket is connected to.
<code>public int getPort()</code>	Returns the port the socket is bound to on the remote machine.
<code>public int getLocalPort()</code>	Returns the port the socket is bound to on the local machine.
<code>public SocketAddress getRemoteSocketAddress()</code>	Returns the address of the remote socket.
<code>public InputStream getInputStream() throws IOException</code>	Returns the input stream of the socket. The input stream is connected to the output stream of the remote socket.
<code>public OutputStream getOutputStream() throws IOException</code>	Returns the output stream of the socket. The output stream is connected to the input stream of the remote socket.
<code>public void close() throws IOException</code>	Closes the socket, which makes this <code>Socket</code> object no longer connecting again to any server.

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So, these are the methods very similar to the server sockets. And then I will quickly conclude this presentation with more few examples, 2 3 examples I will give it. So, a simple client-server.

(Refer Slide Time: 36:49)

Example 1 : Simple Client-Server communication

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

public class MyServer {
    public static void main(String[] args){
        try{
            ServerSocket ss = new ServerSocket(6666);
            Socket s = ss.accept();//establishes connection
            DataInputStream dis = new DataInputStream(s.getInputStream());
            String str = (String)dis.readUTF();
            System.out.println("message= "+str);
            ss.close();
        }catch(Exception e){
            System.out.println(e);
        }
    }
}
```

Let's see a simple of java socket programming in which client sends a text and server receives it. Shows the message and then closes the connection and execution stops.

This is the server program.

Handwritten notes: A box labeled 'Server' is drawn around the code. Arrows point from the code to the text 'Let's see...' and 'This is the server program.' The word 'Server' is written in green below the code block.

For example, I have already given an idea about the sender and receiver. It is a very similar tune only, how this program basically explained, how one machine can be made as a server, another machine can be made as a client. So, the here basically the ServerSocket to be created and here the socket is created. Once it is created is basically by means of `getInputStream`, it will read it; and by means of `getOutputStream`, then it will basically send it. So, these are the two concepts by which communication can be established. So, this is the idea about communication here.

Now, the server as you see in this program we have created a socket as an `ss` and `ServerSocket ss` also. Now, here `ss` this basically we create `ss` dot `accept` means, the server accepts any response that is basically made by on a request that is made by a client so that it will accept and then the `DataInputStream` is a class by which it will read data from the client actually. So, it is a right `s` is the socket program in the client and `ss` is the socket program in the server in this case and then it will basically send. And finally, when the message receiving is complete, so it is basically closed. So, this is the idea it is there.

(Refer Slide Time: 38:11)

Example 1 : Simple Client-Server Communication

This is the client program.

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

public class MyClient {
    public static void main(String[] args) {
        try {
            Socket s = new Socket("localhost", 6666);
            DataOutputStream dout = new DataOutputStream(s.getOutputStream());
            dout.writeUTF("Hello Server");
            dout.flush();
            dout.close();
            s.close();
        } catch (Exception e) {
            System.out.println(e);
        }
    }
}
```

Client

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And then once it is this is the server program and similarly the client program it looks like, so this is the client program. And in this client program, we create a socket program here, so s is the socket objects. And then DataOutputStream, because here client we will send some data to the server, and this is the message that the client supposes to send it. And this basically message will be transmitted, I mean will be sent to the net and then it will go to the sockets and then this one. And here is the port number, this port number should be the port number of the server to which it wants to communicate actually. And it should be same is in the case of both server and then socket as you see here, the port number that we have used here.

(Refer Slide Time: 38:53)

Example 1 : Simple Client-Server communication

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

public class MyServer {
    public static void main(String[] args){
        try{
            ServerSocket ss = new ServerSocket(6666);
            Socket s = ss.accept();//establishes connection
            DataInputStream dis = new DataInputStream(s.getInputStream());
            String str = (String)dis.readUTF();
            System.out.println("message= "+str);
            ss.close();
        }catch(Exception e){
            System.out.println(e);
        }
    }
}
```

Server

Let's see a simple of java socket programming in which client sends a text and server receives it. Shows the message and then closes the connection and execution stops.

This is the server program.

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Is basically 6 6 6 also, it is basically in the server. Now, so this is the idea about that ok, here in this particular example how a client machine can send a document to the server, and then the server can receive it and process it.

And our next example is basically to give the dialogue that means the client will send something, the server responds to that; again client will send something, the server will respond to that this is called the dialogue process. And this is an again simple program to understand this concept.

(Refer Slide Time: 39:25)

Example 2 : Dialogue Client-Server

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

class MyServer{
    public static void main(String args[]) throws Exception{
        ServerSocket ss = new ServerSocket(3333);
        Socket s = ss.accept();
        DataInputStream dis = new DataInputStream(s.getInputStream());
        DataOutputStream out = new DataOutputStream(s.getOutputStream());
        BufferedReader br = new BufferedReader(new InputStreamReader(System.in));
        String str1 = "", str2 = "";
        while(!str1.equals("")){
            str1 = dis.readUTF();
            System.out.println("client says: "+str1);
            str2 = br.readLine();
            out.writeUTF(str2);
            out.flush();
        }
        ss.close();
        s.close();
    }
}
```

Server

In this example, client will write first to the server then server will receive and print the text.

Then server will write to the client and client will receive and print the text. The step goes on.

This is the server program and next slide contains the client program.

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And here is basically the server is basically this is the server, and then server as the ServerSockets and these basically accept and this is basically input, output mechanism that is read from the client right through the client like this one. So, for which data input and DataOutputStream, d in and d out has been created, and then it will be for reading if the large message needs to be read. So, data to buffer reader should be used, so it is a buffered reader and from the buffer reader it basically is reading, and whenever there is a message that from the client that is a stop, then it will close the service, then server will stop it there.

So, this is the server-side program. Is a very simple program actually as you see, and you can understand easily just you have to remember the input-output stream, we are once we have discussed about our IO stream concept like.

(Refer Slide Time: 40:17)

Example 2 : Dialogue Client-Server

```
import java.net.*;
import java.io.*;
class MyClient{
public static void main(String args[])throws Exception{
Socket s=new Socket("localhost",3333);
DataInputStream din=new DataInputStream(s.getInputStream());
DataOutputStream dout=new DataOutputStream(s.getOutputStream());
BufferedReader br=new BufferedReader(new InputStreamReader(System.in));
String str1="",str2="";
while(!str1.equals("stop")){
Str1 = br.readLine();
dout.writeUTF(str1);
dout.flush();
Str2 = din.readUTF();
System.out.println("Server says: "+str2);
}
dout.close();
s.close();
}
```

This is the client program.

Client

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And this is the client-side program. On this client-side the same port number it should use. So, it is based on socket and the local host means is the local actually in the same machine. So, in the same machine two programs, we will learn. So, it is quite possible multiple program can be executed in the same machine, Java allows these things very heavily, so it will there.

And then data is basically input-output that means, client will send something, client will receive something from the server. So, this one again the buffer will be there, to read the network line actually channel, and then this is the communication continue until the

server wants to continue it there. So, this is the idea about the dialogue client-server as you have so it is a basic dialogue between the two machines. And this is the one example here, in the last example we have considered that in the same machine, but in this example if the two distance machines are there.

(Refer Slide Time: 41:09)

Example 3 : Remote Client-Server dialogue

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


class MyServer{
    public static void main(String args[]) throws Exception{
        ServerSocket ss = new ServerSocket(1333,1,InetAddress.getByName("10.14.97.211"));
        Socket s = ss.accept();
        DataInputStream din=new DataInputStream(s.getInputStream());
        DataOutputStream dout=new DataOutputStream(s.getOutputStream());
        BufferedReader br=new BufferedReader(new InputStreamReader(System.in));
        String str1="",str2="";
        while(!str1.equals("stop")){
            str1 = din.readUTF();
            System.out.println("client says: "+str1);
            str2 = br.readLine();
            dout.writeUTF(str2);
            dout.flush();
        }
        din.close();
        s.close();
    }
}
```

Server


This is the same example as the previous program. The only difference is that *the server and the client are on different machines*.

In this case, the only difference is that the server should listen to the LAN IP address instead of local host and the client should know the IP and port of the server

This is the **server program** and next slide contains the **client program**.



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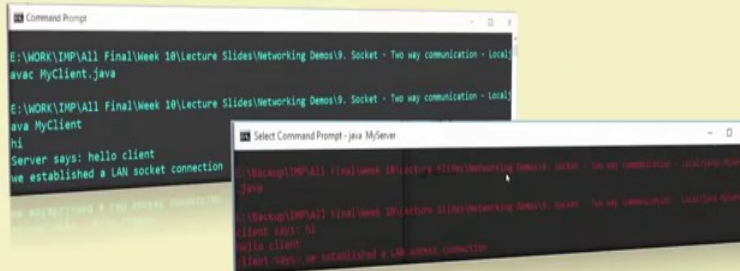
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So, obviously you should know exactly what is the IP address of the distance machine. The program is very similar to the previous one, only the difference is that we have to explicitly mention, the IP address and then these are port number and number of client that it can support in this case. So, this is the only change in the server program, otherwise, everything remains same. The client program particularly is the same program as it is the earlier one.

(Refer Slide Time: 41:35)

Example 3 : Remote Client-Server dialogue

To execute this program open two command prompts and execute each program at each command prompt as displayed in the below figure. *First run server then client.*



```
Command Prompt
E:\WORK\IMP\AI1\Final\Week 10\Lecture Slides\Networking Demos\9. Socket - Two way communication - Local
avac MyClient.java

E:\WORK\IMP\AI1\Final\Week 10\Lecture Slides\Networking Demos\9. Socket - Two way communication - Local
ava MyClient
hi
Server says: hello client
We established a LAN socket connection

Select Command Prompt - java MyServer
E:\WORK\IMP\AI1\Final\Week 10\Lecture Slides\Networking Demos\9. Socket - Two way communication - Local\java MyServer
java
Client says: hi
hello client
Client says: we established a LAN socket connection
```

After running the client application, a message will be displayed on the server and client console.

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So, this is the client program already we have discussed and you can run it, we can simulate it in the same machine or in at the distance machine also the output that you will can obtain. And then again the communication, dialogue, chat, and everything whatever you want to do, you can do that. So, this is basically the remote communication between the two machines.

(Refer Slide Time: 41:55)

Concurrent server : An example

```
import java.io.*;
import java.net.*;
import java.util.*;
import java.net.*;
// Server class
public class MyServer {
    public static void main(String[] args) throws IOException {
        // server is listening on port 8080
        ServerSocket ss = new ServerSocket(8080);
        // running infinite loop for getting
        // client request
        while (true) {
            Socket s = null;
            try {
                // socket object to receive incoming client requests
                s = ss.accept();
                System.out.println("A new client is connected : " + s);
                // obtaining input and output streams
                DataInputStream dis = new DataInputStream(s.getInputStream());
                DataOutputStream dos = new DataOutputStream(s.getOutputStream());
                System.out.println("Assigning new thread for this client");
                // create a new thread object
                Thread t = new ClientHandler(s, dis, dos);
                // invoking the start() method
                t.start();
            }
        }
    }
}
```

In this example, we will create a Date-Time server, and clients can either view 'Date' or 'Time' as per their selection. Also, Clients can close the connection by typing 'Exit'.

Since we will be using threads in the program, multiple clients can be connected and request information from the server simultaneously.

This is the **server program** followed by the client program.

Server

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And then a concurrent server is basically one server that can process more than one client at a time, so it is called the concurrent server. In this case, the threads to be maintained

and if there should be some method should be by which the client handling client can be handled. So, here again this is an example, so this basically creating the server as a socket and for this server socket we accept any client that it send the request, and so this is the same thing as earlier.

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Example 3 : Concurrent server

```
catch (Exception e){
    s.close();
    e.printStackTrace();
}
}
// ClientHandler class
class ClientHandler extends Thread
{
    DateFormat forddate = new SimpleDateFormat("yyyy/MM/dd");
    DateFormat forftime = new SimpleDateFormat("hh:mm:ss");
    final DataInputStream dis;
    final DataOutputStream dos;
    final Socket s;
    // Constructor
    public ClientHandler(Socket s, DataInputStream dis, DataOutputStream dos){
        this.s = s;
        this.dis = dis;
        this.dos = dos;
    }
    public void run(){
        String received;
        String toreturn;
```

This is the server program.

Server

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And then the next thing is basically here is the thread that you have to create it. And for this thread, this is the one simple intermediate procedure about an input-output stream that needs to be created. And we create a thread here; this is because you have to establish a thread there. And this basically ah so the thread is basically here, the implementation of thread method in the last example we created thread actually.

(Refer Slide Time: 42:59)

Concurrent server : An example

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

// server class
public class MyServer {
    public static void main(String[] args) throws IOException {
        // server is listening on port 5056
        ServerSocket ss = new ServerSocket(5056);
        // running infinite loop for getting
        // client request
        while (true) {
            Socket s = null;
            try {
                // socket object to receive incoming client requests
                s = ss.accept();
                System.out.println("A new client is connected : " + s);
                // obtaining input and out streams
                DataInputStream dis = new DataInputStream(s.getInputStream());
                DataOutputStream dos = new DataOutputStream(s.getOutputStream());
                System.out.println("Assigning new thread for this client");
                // create a new thread object
                Thread t = new ClientHandler(s, dis, dos);
                // invoking the start() method
                t.start();
            }
        }
    }
}
```

In this example, we will create a Date-Time server, and clients can either view 'Date' or 'Time' as per their selection. Also, Clients can close the connection by typing 'Exit'.

Since we will be using threads in the program, multiple clients can be connected and request information from the server simultaneously.

This is the server program followed by the client program.

Server

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So, here we see we create a thread here, so a server is a thread. It will run for so long, and the thread needs to be handled by the ClientHandle by means of input stream and output stream, those are things to be mentioned there. So, this is basically created thread. So, in this case, the server is a thread and we start the thread. Once the thread is started, we have to define the thread.

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Example 3 : Concurrent server

```
while (true) {
    try {
        // Ask user what he wants
        dos.writeUTF("What do you want? [Date | Time]..\n");
        // Type Exit to terminate connection.
        // receive the answer from client
        received = dis.readUTF();
        if (received.equals("Exit")) {
            System.out.println("Client " + this.s + " sends exit...");
            System.out.println("Closing this connection.");
            this.s.close();
            System.out.println("Connection closed");
            break;
        }
        // creating Date object
        Date date = new Date();
        // write on output stream based on the
        // answer from the client
        switch (received) {
            case "Date" :
                toreturn = formatDate(date);
                dos.writeUTF(toreturn);
                break;
        }
    }
}
```

This is the server program.

Server

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And thread define means all the methods you have to define it here. And the run method is basically is defined as the thread of how the thread needs to be run actually. And here

is the server part next part of the server; that means, we just continuation of this one while is basically this is an infinite execution, while it is truly like.

So, until you do not at a disconnect the connection, it will continue this one. And then it will receive the message, send the message, all these things will be carried out in a synchronized manner actually, so that program is like this, so that concurrently that means it does this basically constantly attending attending on client request if it is there; once it is there, it responds immediately for which the thread is basically mean for that.

(Refer Slide Time: 44:11)

Example 3 : Concurrent server

```
case "time" :
    toreturn = format.format(date);
    dos.writeUTF(toreturn);
    break;
default:
    dos.writeUTF("invalid input");
    break;
}
} catch (IOException e) {
    e.printStackTrace();
}
}
try{
    // closing resources
    this.dis.close();
    this.dos.close();
} catch (IOException e) {
    e.printStackTrace();
}
}
```

Server

This is the server program.

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And here this is the continuation of this program.

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Example 3 : Concurrent server (Client)

```
import java.io.*;
import java.net.*;
import java.util.Scanner;
// Client class
public class MyClient{
    public static void main(String[] args) throws IOException{
        try{
            Scanner scn = new Scanner(System.in);
            // getting localhost ip
            InetAddress ip = InetAddress.getByName("localhost");
            // establish the connection with server port 5056
            Socket s = new Socket(ip, 5056);
            // obtaining input and out streams
            DataInputStream dis = new DataInputStream(s.getInputStream());
            DataOutputStream dos = new DataOutputStream(s.getOutputStream());
            // the following loop performs the exchange of
            // information between client and client handler
            while (true){
                System.out.println(dis.readUTF());
                String tosend = scn.nextLine();
                dos.writeUTF(tosend);
            }
        }
    }
}
```

This is the client program.

Client

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And the client program, as usual, the similar one, absolutely there is no same where different. It is basically same, we have to make this as connection as a 5 0 5 6 is the port number of the server itself, and then input-output stream for the dialogue communication if you want to maintain. Then it basically than any other protocol says maybe say, here we are using the ip i InetAddress, basically TCP-IP protocol, but you can mean some the datagram protocol dp and you can use it.

So, in that case of a message needs to be the first packet it using the datagram packets and it can be sent here. So, this is the idea about the concurrent servers both in the client-side and then server-side. And this basically explained the different mechanisms by which the communication can be done and as in the class of learning right. So, we are basically learning, how the communication can be written using Java program, so that is the only focus we have. Now, in our next we will discuss some demonstration of this program so that you can see exactly how they run and then how they can execute, and then how they can see the result actually.

So, we will discuss about the demonstration of this program in our next module that we will give an idea about, how we can implement all these programs and then you can execute it and you can see the output.

Thank you very much.