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Computer Networks: Project 3 Report

My solution to Project 3 consists of two classes, `HttpServer.java` and `HttpRequestHandler.java`. The class `HttpServer.java` uses a `ServerSocket` object to listen for connections on the port specified by the command line argument. Once a connection is accepted by the `HttpServer`, the connection is passed to the `HttpRequestHandler`. The `HttpRequestHandler` implements the `Runnable` interface and thus handles each connection in a separate thread. The `HttpRequestHandler` parses the request to determine the `Http` method and formulates the response accordingly. Specifically the request handler uses a `StringTokenizer` to examine each token in the request to determine the `Http` method, requested file, and other pertinent fields. The server implements the `GET` and `HEAD` methods and supports media types such as, `.gif`, `.jpeg`, `.pdf`, and `.html`.