Last Updated: 3/13/15

Topic Name: Client and Server Sockets

Brief Introduction:

What is a socket?
A socket is an endpoint of a two-way communication link between two programs running over a network. When we deal with networks and both front and backend we need to have communication between them. We need sockets for clients to communicate to servers properly.

In Java we are constantly using I/O and this is no different. Sockets allow us to treat data over a network no different that other I/O devices. We must however set up handlers for both the client and server for things to work properly. A simple line of action is listed below:

1. One program, called the *server* blocks waiting for a client to connect to it
2. A client connects
3. The server and the client exchange information until they're done
4. The client and the server both close their connection

We need only three pieces of background data: the host port, a separate socket on that port, and a client socket when connected successfully to the server.

Teaching Description:

None yet.

Teaching Examples:

None yet.

Files to View:

None yet.