# **TÖL401G Assignment 8**

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**TOTAL POINTS** 

### 7.5 / 10

#### **QUESTION 1**

- 1 Assignment 8 7.5 / 10
  - 0 pts Correct
  - √ 0.5 pts There is no clear description of output
    - 1 pts Server screenshot does not presented
    - 1 pts Second client screenshot does not presented
  - √ 1 pts There is no information from server
    - 1 pts First client screenshot does not presented
  - √ 1 pts Presented results do not demonstrate that
    multithreading was used
    - 0 pts No client

```
Fyrri hluti - Mynd tengist báðum forritum.
import java.net.*;
import java.io.*;
class Connection {
  DataInputStream in;
  DataOutputStream out;
  Socket clientSocket;
  public Connection(Socket aClientSocket) {
    try {
       clientSocket = aClientSocket;
      in = new DataInputStream(clientSocket.getInputStream());
       out = new DataOutputStream(clientSocket.getOutputStream());
      handleRequest();
    } catch (IOException e) { System.out.println("Connection:" + e.getMessage()); }
 static long fibonacci(long count){
    if (count <= 1) return count;
    else return fibonacci(count - 1) + fibonacci(count - 2);
 public void handleRequest() {
    try { // an echo server
         String data = in.readUTF(); // read a line of data from the stream
         long parsedData = Long.parseLong(data);
         out.writeUTF(Long.toString(fibonacci(parsedData)));
    } catch (EOFException e) { System.out.println("EOF:" + e.getMessage());
    } catch (IOException e) { System.out.println("readline:" + e.getMessage());
    } finally {
      try {
         clientSocket.close();
      } catch (IOException e) {/* close failed */
    }
 }
}
import java.net.*;
import java.io.*;
public class ConnectionOrientedClient {
 public static void main(String args[]) {
```

// args[0]: message contents, args[1]: destination hostname

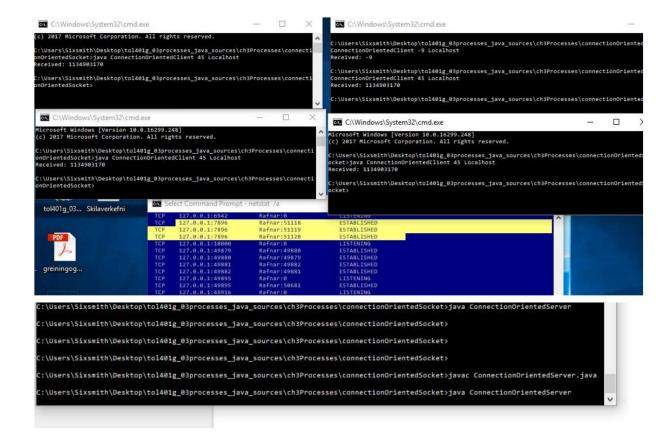
Socket aSocket = null;

```
try {
   int serverPort = 7896;
   aSocket = new Socket(args[1], serverPort);
   DataInputStream in = new DataInputStream(aSocket.getInputStream());
   DataOutputStream out = new DataOutputStream(aSocket.getOutputStream());
   out.writeUTF(args[0]); // UTF is a string encoding
   String data = in.readUTF(); // read a line of data from the stream
   System.out.println("Received: " + data);
  } catch (UnknownHostException e) { System.out.println("Socket:" + e.getMessage());
  } catch (EOFException e) { System.out.println("EOF:" + e.getMessage());
  } catch (IOException e) { System.out.println("readline:" + e.getMessage());
  } finally {
   if (aSocket != null)
   try {
    aSocket.close();
   } catch (IOException e) { System.out.println("close:" + e.getMessage());
   }
  }
 }
}
import java.net.*;
import java.io.*;
public class ConnectionOrientedServer {
 public static void main(String args[]) {
  try {
   int serverPort = 7896; // the server port
   ServerSocket listenSocket = new ServerSocket(serverPort);
   while (true) {
    Socket clientSocket = listenSocket.accept();
    Connection c = new Connection(clientSocket); // Handle request
   }
  } catch (IOException e) {
   System.out.println("Listen socket:" + e.getMessage());
  }
 }
}
```

## Seinni hluti

```
import java.net.*;
import java.io.*;
class Connection extends Thread
 DataInputStream in;
 DataOutputStream out;
 Socket clientSocket;
 public Connection(Socket aClientSocket) {
   try {
      clientSocket = aClientSocket;
      in = new DataInputStream(clientSocket.getInputStream());
      out = new DataOutputStream(clientSocket.getOutputStream());
      //handleRequest();
    } catch (IOException e) { System.out.println("Connection:" + e.getMessage()); }
 static long fibonacci(long count){
    if (count <= 1) return count;
    else return fibonacci(count - 1) + fibonacci(count - 2);
 public void run() {
   try { // an echo server
        String data = in.readUTF(); // read a line of data from the stream
        long parsedData = Long.parseLong(data);
        out.writeUTF(Long.toString(fibonacci(parsedData)));
    } catch (EOFException e) { System.out.println("EOF:" + e.getMessage());
    } catch (IOException e) { System.out.println("readline:" + e.getMessage());
   } finally {
      try {
        clientSocket.close();
      } catch (IOException e) {/* close failed */
   }
 }
}
import java.net.*;
import java.io.*;
public class ConnectionOrientedClient {
public static void main(String args[]) {
```

```
// args[0]: message contents, args[1]: destination hostname
 Socket a Socket = null;
 try {
  int serverPort = 7896;
  aSocket = new Socket(args[1], serverPort);
  DataInputStream in = new DataInputStream(aSocket.getInputStream());
  DataOutputStream out = new DataOutputStream(aSocket.getOutputStream());
  out.writeUTF(args[0]); // UTF is a string encoding
  String data = in.readUTF(); // read a line of data from the stream
  System.out.println("Received: " + data);
 } catch (UnknownHostException e) { System.out.println("Socket:" + e.getMessage());
 } catch (EOFException e) { System.out.println("EOF:" + e.getMessage());
 } catch (IOException e) { System.out.println("readline:" + e.getMessage());
 } finally {
  if (aSocket != null)
  try {
   aSocket.close();
  } catch (IOException e) { System.out.println("close:" + e.getMessage());
 }
}
}
import java.net.*;
import java.io.*;
public class ConnectionOrientedServer {
public static void main(String args[]) {
 try {
  int serverPort = 7896; // the server port
  ServerSocket listenSocket = new ServerSocket(serverPort);
  while (true) {
   Socket clientSocket = listenSocket.accept();
    Connection c = new Connection(clientSocket); // Handle request
     c.start();
  }
 } catch (IOException e) {
  System.out.println("Listen socket:" + e.getMessage());
 }
}
```



## 1 Assignment 8 7.5 / 10

- 0 pts Correct
- √ 0.5 pts There is no clear description of output
  - 1 pts Server screenshot does not presented
  - 1 pts Second client screenshot does not presented
- √ 1 pts There is no information from server
  - 1 pts First client screenshot does not presented
- $\checkmark$  1 pts Presented results do not demonstrate that multithreading was used
  - 0 pts No client