Network Programming – Client/Server 2

An alternative means of communicating complex data objects.

This procedure uses exactly the same socket arrangement as for transferring strings but employs different I/O streams.

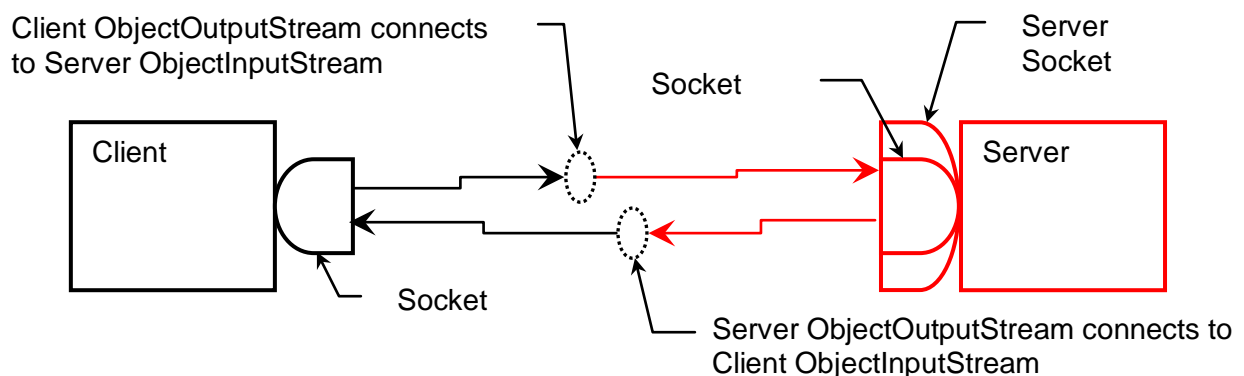## Client Connection for Object Communication

- Suppose, for example:

```
ObjectInputStream ois;

ObjectOuputStream oos;

Socket s = new Socket ("127.0.0.1", 2000)  // for example
```

- Then object I/O streams are obtained as::

```
ois = new ObjectInputStream(s.getInputStream());

oos = new ObjectOutputStream(s.getOuputStream());
```

These streams can then be used to send and receive whole objects.

A Possible Schematic for Object Communication

Client ObjectOutputStream connects to Server ObjectInputStream

Socket

Server Socket

Client

Server

Socket

Server ObjectOutputStream connects to Client ObjectInputStream

Insert data using ObjectOutputStream writeObject method

Extract data using ObjectInputStream readObject method

Objects to be transferred must be "Serializable".