**NAME**:Ben Trane  
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**Week: 7**

* **Code Topic:** Servlets  
  **Description of Understanding:**.   
  A servlet is a Java programming language class used to extend the capabilities of servers that host applications accessed by means of a request-response programming model. Although servlets can respond to any type of request, they are commonly used to extend the applications hosted by web servers. For such applications, Java Servlet technology defines HTTP-specific servlet classes.

The javax.servlet and javax.servlet.http packages provide interfaces and classes for writing servlets. All servlets must implement the Servlet interface, which defines lifecycle methods. When implementing a generic service, you can use or extend the GenericServlet class provided with the Java Servlet API. The HttpServlet class provides methods, such as doGet and doPost, for handling HTTP-specific services.   
This is a pretty easy concept to understand, as there are more dynamic intactions online, there is a strong need to have a method of requesting and responding. The servlet provides this interface. In the pong game I used servlets to intitiate the game.

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| FILE | GIT HUB LINK | What should I be looking for | CODE: sandbox or mine |
| servlet | https://github.com/traneb/cit360/blob/Servlets/Pong.java | Connection using applet | mine |
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Teaching Video: https://www.youtube.com/watch?v=CO\_ymdFFnc0