



*Computer Programming*

# Network Programming

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# Agenda

- ▶ Lecture Goal(s)
- ▶ Protocols
- ▶ `java.net.URL`
- ▶ Sockets
- ▶ Examples
- ▶ Conclusion

# Lecture Goal(s)

# Lectures Overview

## Java

- ▶ 8: Summarizing Example
- ▶ 9: Standard library
- ▶ 10: GUI – AWT
- ▶ 11: GUI – Swing
- ▶ 12: IO programming
- ▶ 13: Network programming
- ▶ 14: Java archives and JavaBeans
- ▶ 15: Conclusions

# Today's Goal

To provide programming  
knowledge about  
**network programming**  
in Java

# Protocols



# Standard Definition

Something established by  
authority, custom, or general  
consent as a model or example

# Standard Examples

- ▶ Any idea?
- ▶ Postscript
- ▶ PDF
- ▶ HTTP
- ▶ HTML
- ▶ JPEG
- ▶ MPEG
- ▶ ...



# Two Kinds of Standards

- ▶ De facto
  - ▶ General consent
- ▶ Established by standardization authorities
  - ▶ IETF (*Internet Engineering Task Force*)
  - ▶ W3 Consortium
  - ▶ ITU (*International Telecommunication Union*)
  - ▶ EBU (*European Broadcasting Union*)
  - ▶ ANSI (*American National Standards Institute*)

# Why Are Standards Important?

- ▶ Precise specifications
  - ▶ Based on API
- ▶ Ease interoperability
  - ▶ Better modularity
- ▶ Vendor-independence
  - ▶ Not locked to one vendor

# Protocol Definition

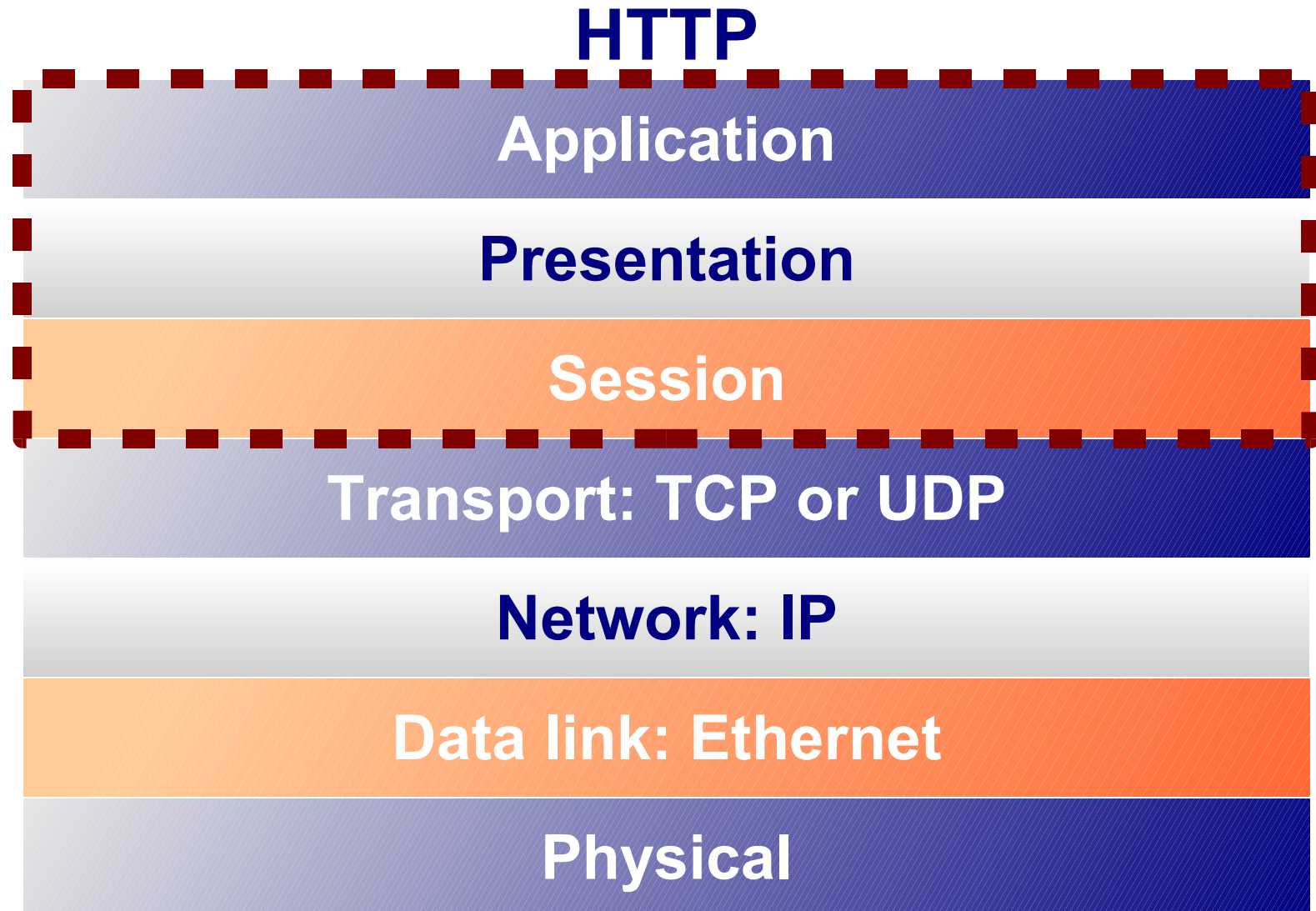
A computer language enabling  
computers that are connected to  
each other to communicate

*[ Cambridge Dictionary ]*

# RFCs

- ▶ IETF  
(*Internet Engineering Task Force*)
- ▶ RFC  
(*Request for Comments*)
- ▶ Internet standards
  - ▶ IP RFC 791
  - ▶ TCP RFC 793
  - ▶ UDP RFC 768
  - ▶ HTTP RFC 2068

# ISO/OSI Network Model



**java.net.URL**



# URL Definition

**URL** is an acronym for  
*Uniform Resource Locator*  
and is a **reference** (an address)  
to a **resource** on the **Internet**

# URL Structure

- ▶ Two parts

- ▶ Protocol identifier
- ▶ Resource name

- ▶ Example

- ▶ `http://www.google.com/`
- ▶ `http`
- ▶ `//www.google.com/`

Protocol identifier

Resource name



# HTTP URL Structure

- ▶ `http://<hostname>:<port><resource><ref>`
- ▶ **Mandatory**
  - ▶ Host name
  - ▶ Resource (“/” shortcut for `/index.html`)
- ▶ **Optional**
  - ▶ Port (by default 80)
  - ▶ Ref
- ▶ **Example**
  - ▶ `http://www.myServ.org:8080/long.html#toc`

# java.net.URL Constructors

## ► Absolute

```
new URL("http://www.google.com")  
new URL("http", "www.google.com", "/")  
new URL("http", "www.google.com", 80, "/")
```

## ► Relative

```
new URL(googleURL, "/ads/overview.html")
```

# Accessing a `java.net.URL`

- ▶ **Directly**
  - ▶ The `URL.openStream()` method
- ▶ **Complex**
  - ▶ The `URL.openConnection()` method
  - ▶ The `java.net.URLConnection` class

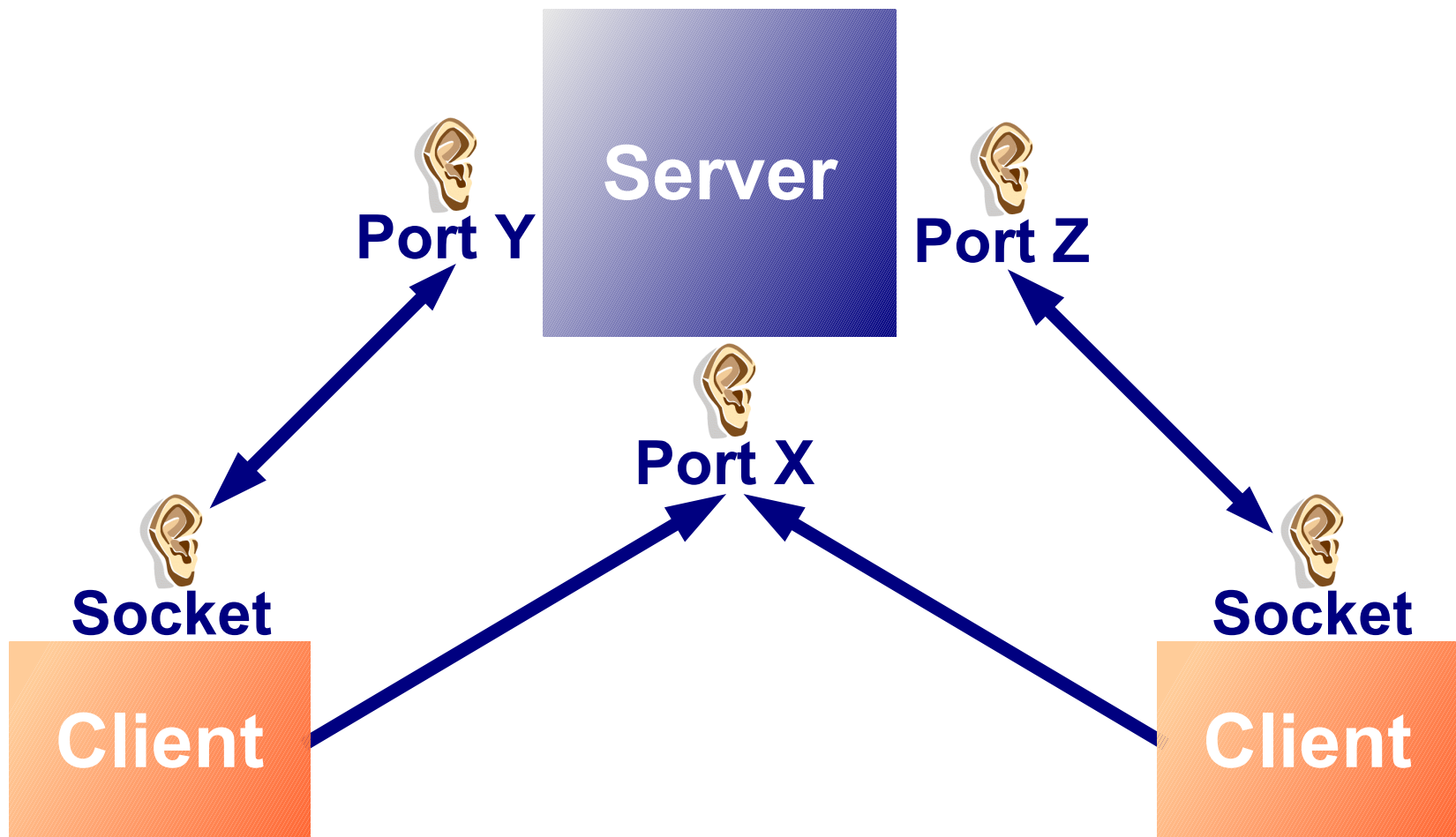
# Sockets



# Socket Definition

A socket is one  
endpoint of a two-way  
communication link  
between two  
programs running on  
the network

# Socket Communication



# Socket Programming in Java

- ▶ On the client side

- ▶ `java.net.Socket`
- ▶ `Socket.getInputStream()`
- ▶ `Socket.getOutputStream()`

- ▶ On the server side

- ▶ `java.net.ServerSocket`
- ▶ `Socket serverSocket.accept()`
- ▶ One thread by client

# Examples





# URL Example

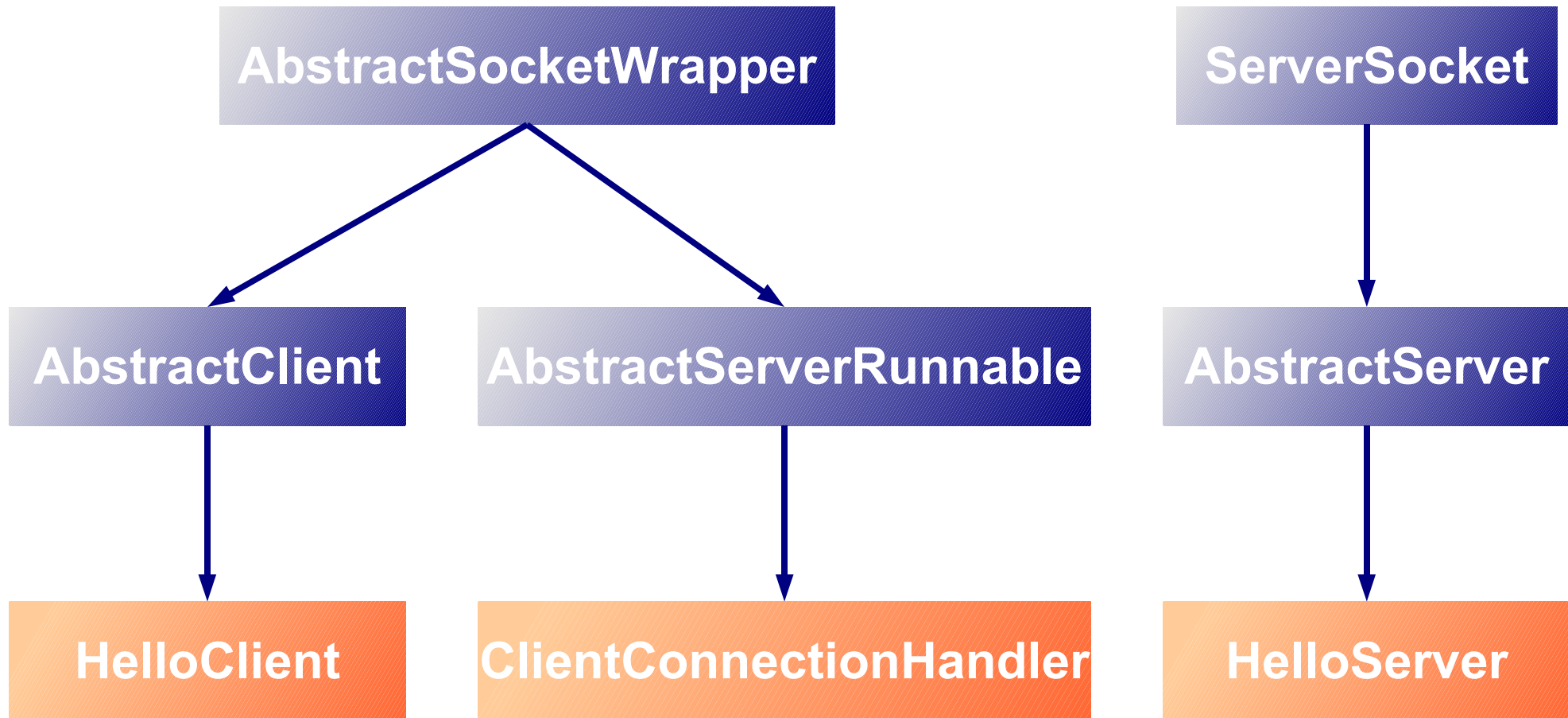
The RFC Viewer

**RFCReader** class

# Socket Example I

Hello Server Example

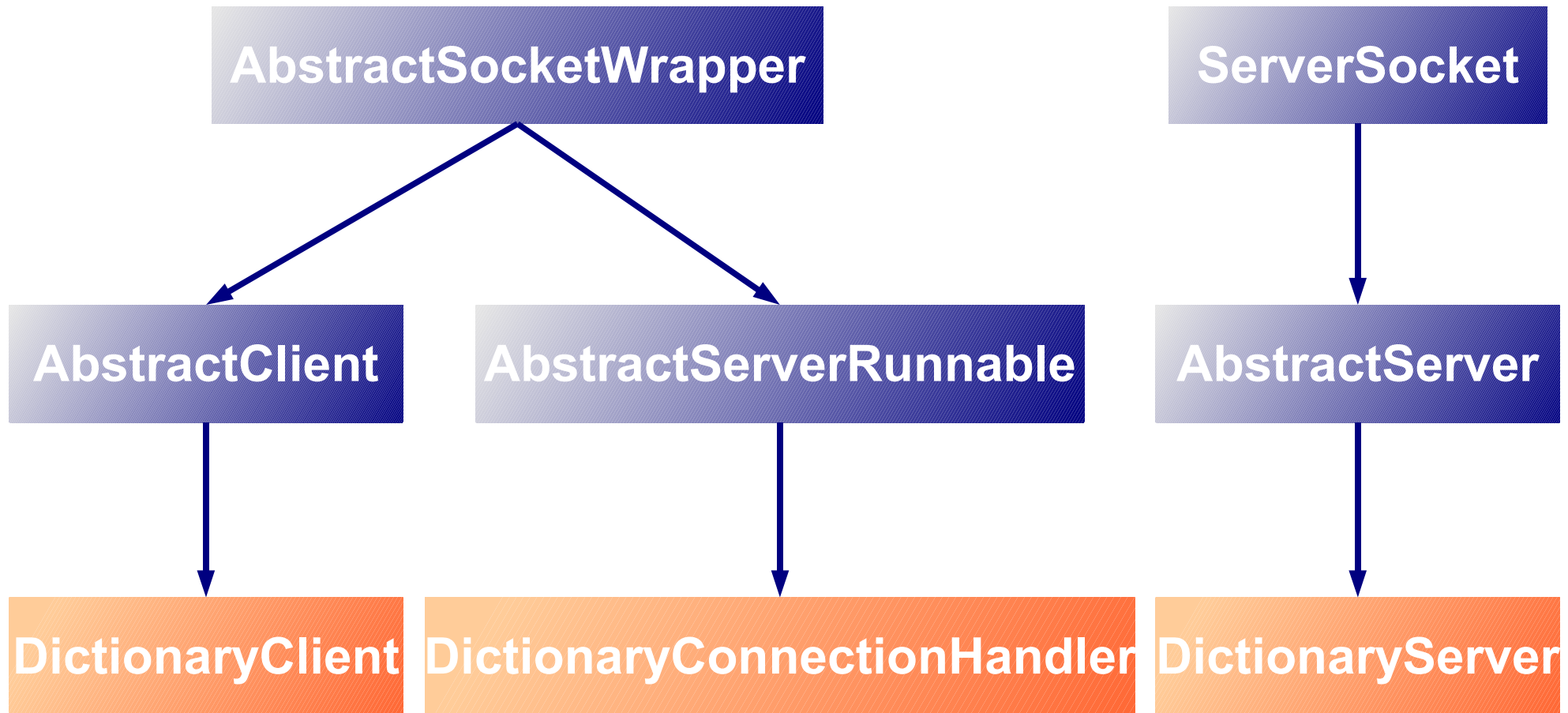
# Socket Example I Hierarchy



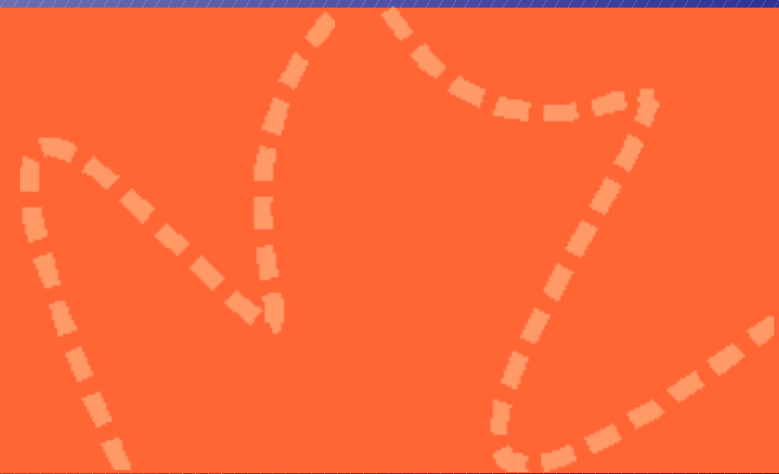
# Socket Example II

## Dictionary Server Example

# Socket Example II Hierarchy



# Conclusion



# Network Programming

- ▶ Various level of abstraction
  - ▶ From sockets
  - ▶ To URL
- ▶ Other network techniques
  - ▶ CORBA
  - ▶ RMI
  - ▶ Servlets
  - ▶ etc.

**See you next week**