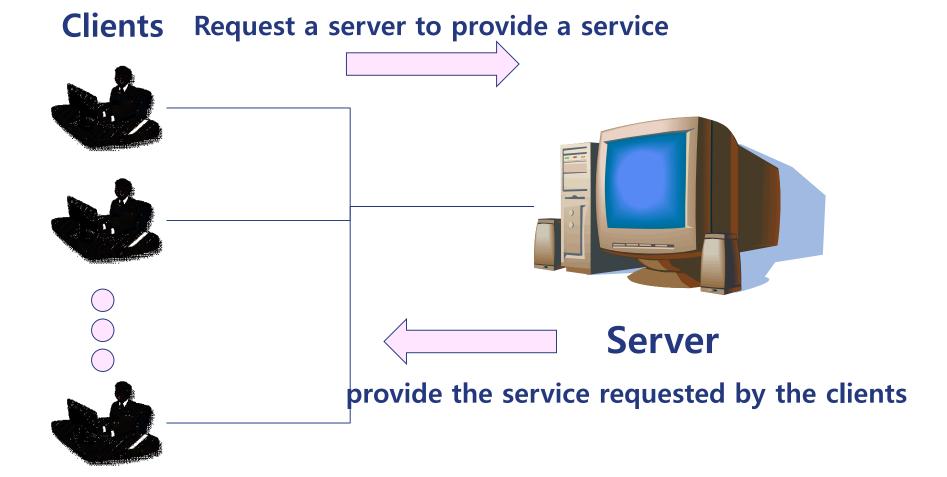
Topic 10: Network Programming

- Client-Server Model
- Host and Port
- Socket
- Implementing Client
- Implementing Server
- Implementing Server for Multiple Clients

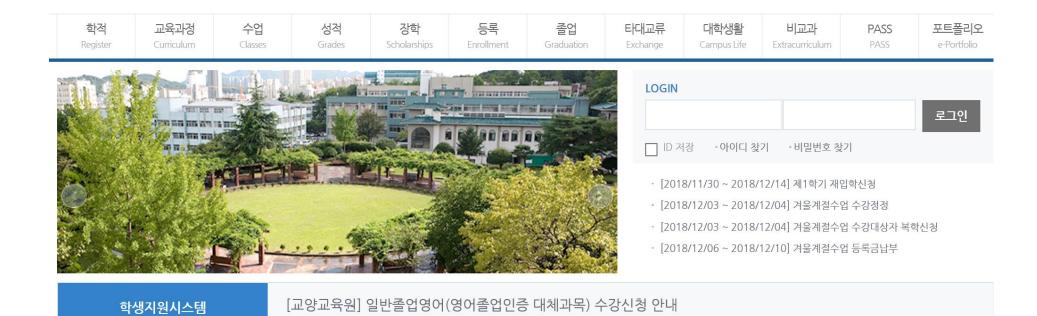
Client-Server Model



Client-Server Model: Examples

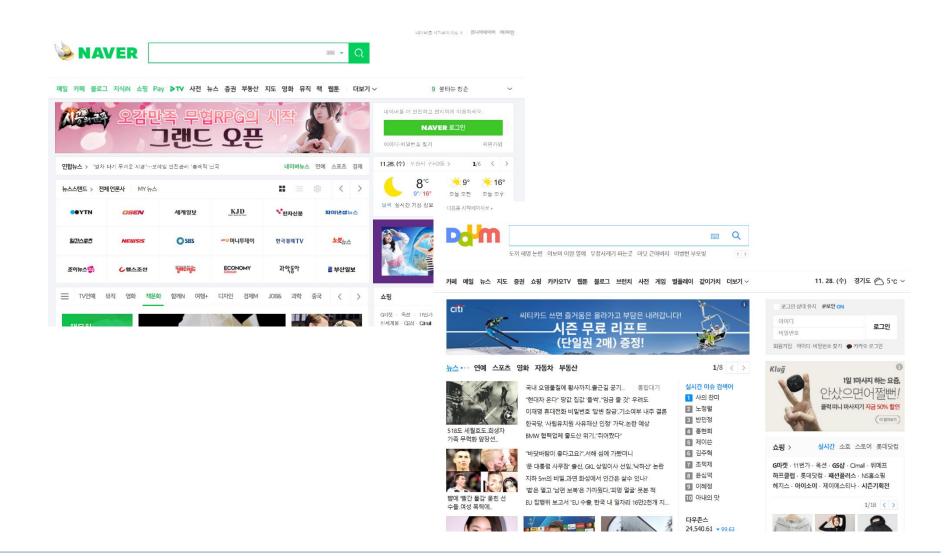
- Many services are provided in the form of Client-Server
 - Web-based Services
 - Games

Web-based Services



공지사항	Q&A	FAQ	+	개업	인화 바로가기 서비스	+
- 2019학년도 학생회선거 안내			2018-11-27	<u>.</u>	· 로그인 하셔야만 사용할 수 있습니다.	
• 🗎 [학사과]2018학년도 겨울계절수업 1차 폐강강좌 통보 및 1차 수강정정 안내			2018-11-20	Test of the second		
· 🗎 [학사과] 2018학년도 겨울계절수업 개설강좌 확정 및 수강신청 안내			2018-11-05			
• [교양교육원] 일반졸업영어(영어졸업인증 대체과목) 수강신청 안내			2018-11-05			

Web-based Services



Games

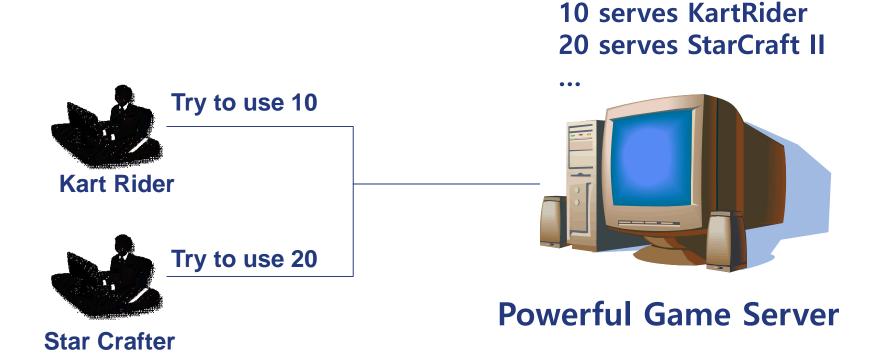






Host and Port

- Host is used to address the server.
- Port is used to specify a particular service of a server



Well-known Ports

Many port numbers are reserved for standard services

Port	Description		
7	Echo		
13	DayTime		
20, 21	FTP		
22	Secure Shell		
23	Telnet		
25	SMTP		
80	HTTP		
111	Sun RPC		

For a complete list, visit Port Numbers by The Internet Assigned Numbers Authority (IANA) (http://www.iana.org/assignments/portnumbers)

DayTime Service at 13

Microsoft Telnet> op time-A.nist.gov 13 연결 대상 time-A.nist.gov... 55160 09-11-25 16:56:35 00 0 0 485.8 UTC(NIST) *

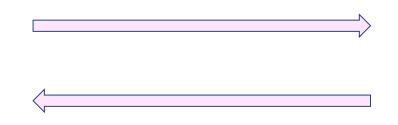
호스트에 대한 연결을 잃었습니다.

계속 진행하려면 아무 키나 누르십시오...

Socket

- Socket indicates the end point of communication between client and server
- Socket consists of host and port







Client Socket

•host: client host

Port: client port

Server Socket

•Host: time-A.timefreq.bldrdoc.gov

•Port: 13

DayTime Service

DayTime service returns the time.





58449 18-11-27 15:57:34 00 0 0 718.4 UTC(NIST) *

Client Socket

Server Socket

•host: client host

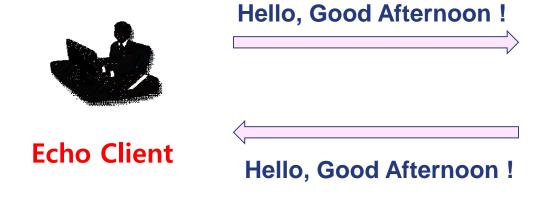
Port: client port

•Host: time-A.timefreq.bldrdoc.gov

•Port: 13

```
import java.io.*;
import java.net.*; // contains Socket-related classes
                                                         Client for DayTime Service
import java.util.*; // java.util.Scanner
public class DayTimeClient {
  public static void main(String[] args) {
    try { // Creates a stream socket and connects it to the port on the host.
    Socket s = new Socket("time-A.timefreq.bldrdoc.gov", 13);
    // Socket(String host, int port) throws UnknownHostException, IOException
    System.out.println(s.getInetAddress() + " " + s.getPort());
    System.out.println(s.getLocalAddress().getHostAddress() + " " + s.getLocalPort());
    try {
      InputStream inStream = s.getInputStream();
      Scanner in = new Scanner(inStream);
      while (in.hasNextLine()) {
                                              time-A.timefreq.bldrdoc.gov/132.163.96.1 13
        String line = in.nextLine();
                                              164.125.34.145 1120
        System.out.println(line);
                                              58449 18-11-27 15:57:34 00 0 0 718.4 UTC(NIST) *
    finally { s.close(); } // void close() throws IOException; Closes this socket.
    catch ( IOException e ) { e.printStackTrace(); }
    // UnknownHostException is a subclass of IOException
```

Echo Service





Implementing Echo Server

```
import java.io.*;
import java.net.*;
import java.util.*;
public class EchoServer {
 public static void main(String[] args ) {
    try {
      ServerSocket s = new ServerSocket(8189);
      // Creates a server socket, bound to the specified port.
      // should avoid the conflict with the well-known ports
      // ServerSocket wait for a connection from a client at 8189
       Socket incoming = s.accept();
      // Listens for a connection to be made to this socket and accepts it.
      // This method blocks the current thread until the connection is made
      InetAddress clientAddress = incoming.getInetAddress() ;
       System.out.printf("Request from %s[%s] has been accepted!\n",
          clientAddress.getHostName(), clientAddress.getHostAddress());
```

```
try {
    InputStream inStream = incoming.getInputStream();
    OutputStream outStream = incoming.getOutputStream();
    Scanner in = new Scanner(inStream);
    PrintWriter out = new PrintWriter(outStream, true /* autoFlush */);
    out.println( "Hello! Enter BYE to exit." );
    // echo client input
    boolean done = false;
    while (!done && in.hasNextLine()) {
       String line = in.nextLine(); // read a line of text from the client
       out.println("Echo: " + line); // echo it back to the client
       if (line.trim().equals("BYE")) done = true;
  finally { incoming.close(); }
catch (IOException e) { e.printStackTrace(); }
```

Serving Multiple Clients

```
import java.io.*;
import java.net.*;
import java.util.*;
public class ThreadedEchoServer {
  public static void main(String[] args ) {
    try {
       int i = 1;
       ServerSocket s = new ServerSocket(8189);
       while (true) {
         Socket incoming = s.accept();
         System.out.println("Spawning " + i);
         Runnable r = new ThreadedEchoHandler(incoming, i);
         Thread t = new Thread(r); t.start();
         i++;
    catch (IOException e) { e.printStackTrace(); }
```

```
class ThreadedEchoHandler implements Runnable {
 public ThreadedEchoHandler(Socket i, int c) { incoming = i; counter = c; }
  public void run() {
    try {
       try {
         InputStream inStream = incoming.getInputStream();
         OutputStream outStream = incoming.getOutputStream();
         Scanner in = new Scanner(inStream);
         PrintWriter out = new PrintWriter(outStream, true /* autoFlush */);
         out.println( "Hello! Enter BYE to exit." );
         boolean done = false;
         while (!done && in.hasNextLine()) {
           String line = in.nextLine();
           out.println("Echo: " + line);
           if (line.trim().equals("BYE")) done = true;
       finally { incoming.close(); }
    catch ( IOException e ) { e.printStackTrace(); }
  private Socket incoming;
  private int counter;
```

Socket Timeouts

```
Socket s = new Socket( ... ) ;
s.setSoTimeout(10000) ; // time out after 10 seconds
// all subsequent read and write operations throw SocketTimeoutException
// when the timeout has been reached
try {
   Scanner in = new Scanner(s.getInputStream()) ;
   String line = in.nextLine() ;
   ...
} catch ( InterruptedIOException e ) { time out occurred }
```

```
Socket(String host, int port)
// can block indefinitely until an initial connection is established

Socket s = new Socket();
s.connect(new InetSocketAddress(host, port), timeout);
// Connects this socket to the server with a specified timeout value.
// A timeout of zero is interpreted as an infinite timeout.
```