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| Lab 8 |
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| Threads and Sockets |

**Rodrigo de oliveira costa  
#2141030**

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Authored by: Rodrigo Costa

Lab 8

Threads and Sockets

Client 2

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# Client

import java.net.\*;

import java.io.\*;

/\*\*

\*

\* @author rodrigo

\*/

public class GreetingClient {

public static void main(String [] args)

{

String serverName = "localhost";

int port = 6066;

try

{

Thread t = new Thread(new GreetingServer(port));

t.start();

System.out.println("Connecting to "+serverName+" on port "+port);

Socket client = new Socket(serverName, port);

System.out.println("Just connected to "+client.getRemoteSocketAddress());

OutputStream outToServer = client.getOutputStream();

DataOutputStream out = new DataOutputStream(outToServer);

out.writeUTF("Hello from "+client.getLocalSocketAddress());

InputStream inFromServer = client.getInputStream();

DataInputStream in = new DataInputStream(inFromServer);

System.out.println("Server says "+in.readUTF());

client.close();

}catch(IOException e){

e.printStackTrace();

}}}

# 

# Server

import java.net.\*;

import java.io.\*;

/\*\*

\*

\* @author rodrigo

\*/

public class GreetingServer implements Runnable {

private final ServerSocket serverSocket;

public GreetingServer(int port) throws IOException

{

serverSocket = new ServerSocket(port);

serverSocket.setSoTimeout(10000);

}

public void run()

{

while(true)

{

try{

System.out.println("Waiting for client on port "+

serverSocket.getLocalPort()+"...");

Socket server = serverSocket.accept();

System.out.println("Just connected to "

+server.getRemoteSocketAddress());

DataInputStream in =

new DataInputStream(server.getInputStream());

System.out.println(in.readUTF());

DataOutputStream out =

new DataOutputStream(server.getOutputStream());

out.writeUTF("Thank you for connecting to "

+ server.getLocalSocketAddress() + "\nGoodbye!");

server.close();

}catch(SocketTimeoutException s)

{

System.out.println("Socket timed out!");

break;

}catch(IOException e)

{

e.printStackTrace();

break;

}

}

}

}

# Output

