

# **TCP Servers**

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# Servers

- Server provides services, typically at a predefined port
- Server typically runs for a long time (i.e., a daemon)
  - Constantly accepting new connections and processing client requests
  - Usually started by the operating system at boot time

# ServerSocket

- `java.net.ServerSocket` creates Sockets out of incoming connections
  - Bind to specific (usually well-known) port
  - May accept more than one connection
- Constructors include:
  - `ServerSocket(int port)`
    - Listen queue set to 50
  - `ServerSocket(int port, int listenQueueSize)`
    - Explicitly set listen queue size
  - `ServerSocket(int port, int listenQueueSize, InetAddress addr)`
    - Explicitly bind a local address

# ServerSocket Methods

- Socket accept()
  - Waits for connection, then returns Socket
- void close()
- InetAddress getInetAddress()
- int getLocalPort()
- int getSoTimeout()
- void implSocket(Socket socket)
- static void setSocketFactory(SocketImplFactory factory)
- void setSoTimeout(int duration)

# Accepting Client Connections

- After construction, a `serverSocket` is ready to accept connections from clients

```
try {
    String s;
    ServerSocket serverSock = new ServerSocket (8080);
    Socket newSock = serverSock.accept();
    PrintStream pstream = new PrintStream(
        newSock.getOutputStream() );
    pstream.println("Hello, Client!");
    newSock.close();
    serverSock.close();
} catch (Exception e) {
    System.err.println("Error: " + e);
}
```

# Daytime Server

```
public class DaytimeServer {
    public static final int SERVICE_PORT = 13;
    public static void main(String args[]) {
        try {
            ServerSocket server = new ServerSocket(SERVICE_PORT);
            System.out.println("Daytime service started");
            for ( ; ) {
                Socket nextClient = server.accept();
                System.out.println("Received request from" +
                    nextClient.getInetAddress()+ ":" + nextClient.getPort());
                PrintStream pout = new PrintStream(nextClient.getOutputStream());
                pout.print( new java.util.Date() );
                pout.flush();
                pout.close();
                nextClient.close();
            }
        } catch (BindException be) {
            System.err.println("Could not bind " + SERVICE_PORT + ": " + be);
        } catch (IOException ioe) { System.err.println("IO error: " + ioe);}
    }
}
```

# Socket Exceptions

- SocketException
  - Generic socket error
- BindException
  - Could not bind to the given local port
    - Port already in use
    - User not allowed access to the port
- ConnectException
  - Could not connect to the remote port
    - Remote port is not accepting connections
    - Remote port's listen queue is full

# Socket Exceptions (2)

- NoRouteToHostException
  - Could not reach the remote host
    - Link or router failure
    - No such subnet at the remote network
    - Firewall blocks connections
- InterruptedIOException
  - Read operation is interrupted by a timeout



# Summary

- TCP ServerSockets
- Simple server
- Daytime server
- Socket Exceptions