Networking Support in Java

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Overview

Networking
- Background
- Concepts & terms
- Network applications
- Java’s object-oriented view
- Java’s networking API
  (Application Program Interface)

Last lecture

This lecture
Client / Server Model

- Relationship between two computer programs

- **Client**
  - Initiates communication
  - Requests services

- **Server**
  - Receives communication
  - Provides services

- **Other models**
  - Master / worker
  - Peer-to-peer (P2P)
## Client / Server Model Examples

<table>
<thead>
<tr>
<th>Application</th>
<th>Client</th>
<th>Server</th>
</tr>
</thead>
<tbody>
<tr>
<td>Web Browsing</td>
<td>Internet Explorer, Mozilla Firefox</td>
<td>Apache, Microsoft IIS</td>
</tr>
<tr>
<td>Email</td>
<td>MS Outlook, Thunderbird</td>
<td>POP, IMAP, Exchange</td>
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<tr>
<td>Streaming Music</td>
<td>Windows Media Player, iTunes</td>
<td>Internet Radio</td>
</tr>
<tr>
<td>Online Gaming</td>
<td>World of Warcraft, Halo 2, PartyPoker</td>
<td>Game / Realm Servers</td>
</tr>
</tbody>
</table>
Client Programming

Basic steps

1. Determine server location – IP address & port
2. Open network connection to server
3. Write data to server (request)
4. Read data from server (response)
5. Close network connection
6. Stop client
Basic steps

1. Determine server location - port (& IP address)
2. Create ServerSocket to listen for connections
3. Loop
   while (true) {
   Accept network connection from client
   Read data from client (request)
   Write data to client (response)
   Close network connection to client
   }
Advanced Server Programming

- Server supports multiple connections / clients
- Two approaches

1. **Loop**
   - Handles multiple connections in order
   - Limits on amount of network traffic
   - Not resilient in face of slow / stopped clients

2. **Multithreading**
   - Allows multiple simultaneous connections
Networking in Java

Packages
- java.net ➔ Networking
- java.io ➔ I/O streams & utilities
- java.rmi ➔ Remote Method Invocation
- java.security ➔ Security policies
- java.lang ➔ Threading classes

Support at multiple levels
- Data transport ➔ Socket classes
- Network services ➔ URL classes
- Utilities & security
Java Networking API

- **Application Program Interface**
  - Set of routines, protocols, tools
  - For building software applications

- **Java networking API**
  - Helps build network applications
  - Interfaces to sockets, network resources
  - Code implementing useful functionality
  - Includes classes for
    - Sockets
    - URLs
Java Networking Classes

- IP addresses
  - InetAddress
- Packets
  - DatagramPacket
- Sockets
  - Socket
  - ServerSocket
  - DatagramSocket
- URLs
  - URL
InetAddress Class

- Represents an IP address
- Can convert domain name to IP address
  - Performs DNS lookup
- Getting an InetAddress object
  - getLocalHost()
  - getByName(String host)
  - getByAddress(byte[] addr)
DatagramPacket Class

Each packet contains

- InetAddress
- Port of destination
- Data
DatagramPacket Class

Data in packet represented as byte array

Message to be sent. Consists of an integer followed by a string.

The byte array that will be placed in a UDP diagram.

Bytes that make up the integer 50694.

Bytes that make up the ASCII codes for the string “Hello World”.

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<th>20</th>
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<td>111</td>
<td>114</td>
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<td>100</td>
<td></td>
</tr>
</tbody>
</table>
DatagramPacket Methods

- getAddress()
- getData()
- getLength()
- getPort()
- setAddress()
- setData()
- setLength()
- setPort()
Socket Classes

1. **Socket**
   - TCP client sockets
2. **ServerSocket**
   - TCP server sockets
3. **DatagramSocket**
   - UDP sockets (server or client)
Socket Class

- Creates socket for client
- Constructor connects to
  - Machine name or IP address
  - Port number
- Transfer data via streams
  - Standard Java I/O streams
    - Bytes → InputStream, OutputStream
    - Characters → FileReader, PrintWriter
Socket Methods

- `getInputStream()`
- `getOutputStream()`
- `close()`
- `getInetAddress()`
- `getPort()`
- `getLocalPort()`
ServerSocket Class

- Create socket on server
- Constructor specifies local port
  - Server listens to port
- Usage
  - Begin waiting after invoking accept()
  - Listen for connection (from client socket)
  - Returns Socket for connection
ServerSocket Methods

- accept()
- close()
- getInetAddress()
- getLocalPort()
Connection Oriented

TCP Protocol

Server
- Create Server Socket
- Accept
- Read/Write
- Close Socket

Client
- Create Socket
- Read/Write
- Close Socket

Establish Connection
Communicate
public class Server {
    public static void main(String args[]) throws Exception {
        ServerSocket ss = new ServerSocket(4242);
        while (true) {
            Socket s = ss.accept();
            BufferedReader r = new BufferedReader(
                new InputStreamReader(s.getInputStream()));
            PrintWriter out = new PrintWriter(
                new OutputStreamWriter(s.getOutputStream()));
            String name = r.readLine();
            out.println("Hello " + name);
            out.flush();
            s.close();
        }
    }
}
public class Client {
    public static void main(String args[]) throws Exception {
        String host = "localhost";
        InetAddress server = InetAddress.getByName(host);
        Socket s = new Socket(server, 4242);
        BufferedReader r = new BufferedReader(
            new InputStreamReader(s.getInputStream()));
        PrintWriter out = new PrintWriter(
            new OutputStreamWriter(s.getOutputStream()));
        out.println("MyName");
        out.flush();
        String response = r.readLine();
        System.out.println(response);
        s.close();
    }
}
DatagramSocket Class

- Create UDP socket
  - Does not distinguish server / client sockets
- Constructor specifies InetAddress, port
- Set up UDP socket connection
- Send / receive DatagramPacket
DatagramSocket Methods

- close()
- getLocalAddress()
- getLocalPort()
- receive(DatagramPacket p)
- send(DatagramPacket p)
- setSoTimeout(int t)
- getSoTimeout()
Packet Oriented

UDP Protocol

![Flowchart showing the steps for creating, reading, writing, and closing sockets for both the server and the client in the context of the UDP Protocol. The diagram illustrates the steps in a sequential manner from creating the socket, then reading and writing, followed by closing the socket.]
URL Class

- Provides high-level access to network data
- Abstracts the notion of a connection
- Constructor opens network connection
  - To resource named by URL
URL Constructors

- URL( fullURL )
  - URL( "http://www.cs.umd.edu/class/index.html" )

- URL( baseURL, relativeURL )
  - URL base = new URL("http://www.cs.umd.edu/");
  - URL class = new URL( base, "/class/index.html " );

- URL( protocol, baseURL, relativeURL )

- URL( protocol, baseURL, port, relativeURL )
  - URL( "http", www.cs.umd.edu, 80,"/class/index.html" )
URL Methods

- getProtocol()
- getHost()
- getPort()
- getFile()
- getContent()
- openStream()
- openConnection()
URL Connection Classes

- High-level description of network service
- Access resource named by URL
- Can define own protocols

**Examples**

- `URLConnection` ⇒ Reads resource
- `HttpURLConnection` ⇒ Handles web page
- `JarURLConnection` ⇒ Manipulates Java Archives
- `URLClassLoader` ⇒ Loads class file into JVM
Java Applets

- Applets are Java programs
  - Classes downloaded from network
  - Run in browser on client

- Applets have special security restrictions
  - Executed in applet sandbox
  - Controlled by java.lang.SecurityManager
Applet Sandbox

- Prevents
  - Loading libraries
  - Defining native methods
  - Accessing local host file system
  - Running other programs (Runtime.exec())
  - Listening for connections
  - Opening sockets to new machines
    - Except for originating host

- Restricted access to system properties
Applet Sandbox

- Trusted Code
- Untrusted Code
- The Sandbox
- Java Virtual Machine
- Computer Resources
Network Summary

Internet
- Designed with multiple layers of abstraction
- Underlying medium is unreliable, packet oriented
- Provides two views
  - Reliable, connection oriented (TCP)
  - Unreliable, packet oriented (UDP)

Java
- Object-oriented classes & API
  - Sockets, URLs
  - Extensive networking support