CMSC 132: Object-Oriented Programming II

Networking

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Networks

- A network is a collection of computers that can communicate.
- The largest network in the world: Internet.
- Is that the same as “World Wide Web”?
Networking

Internet
- Designed with multiple layers of abstraction
- Underlying medium is unreliable, packet oriented
- Packet-Switching
  - Animation:
    http://www.pbs.org/opb/nerds2.0.1/geek_glossary/packet_switching_flash.html
- Provides two views
  - Reliable, connection oriented (TCP)
  - Unreliable, packet oriented (UDP)

Java
- Object-oriented classes & API
  - Sockets, URLs
  - Extensive networking support
Internet (IP) Address

- **Unique address for machine on internet**
  - Get from ISP when connecting to internet
  - Allows network to find your machine

- **Format**
  - 32-bit unsigned integer ⇒ 128.8.128.8
  - Domain name ⇒ cs.umd.edu

- **Name and address for local machine**
  - localhost
  - 127.0.0.1
Internet (IP) Address

Problem

- Running out of 32-bit IP addresses
- Caused by initial address allocation
  - Stanford & MIT initially given more IP addresses than China
    - fixed in 2000
  - Univ. of Maryland is currently assigned 131,072 IP addresses

Switching to 128-bit IP addresses in IPv6

- 1+ million addresses per square meter on Earth
Domain Name System (DNS)

- Protocol for translating domain names to IP addresses
  - Example: cs.umd.edu → 128.8.128.44
- Multiple DNS servers on internet
- DNS server may need to query other DNS servers
  - edu DNS server queries umd.edu server to find cs.umd.edu
Ports

- Abstraction to identify (refine) destination
  - Provide multiple destinations at single IP address

- Format
  - Unsigned 16-bit integer (0 to 65,535)
  - Ports 0 to 4096 often reserved & restricted

- Many ports pre-assigned to important services
  - 21 ftp (file transfer)
  - 23 telnet (remote terminal)
  - 25 SMTP (email)
  - 80 http (web)
  - ...
Sockets

Application-level abstraction
- Represents network connection
- Implemented in software
- Supports both UDP and TCP protocols

History
- Introduced in Berkley UNIX in 1980s
- Networking API
Sockets

- Socket is bound to port number
  - Receives data packet
  - Relays to specific port

Transport Layer

TCP or UDP

port #, data

Packet
Uniform Resource Locators (URLs)

- Represent web resources
  - Web pages
  - Arbitrary files
  - ...

- Examples
  - https://login.yahoo.com/
  - file://dir/my.txt
Uniform Resource Locators (URLs)

- Consists of
  - Protocol
    - http:
    - https: (secure http)
    - file:
    - ...
  - IP address (or domain name)
  - Port (optional, 80 if not specified)
  - Reference to anchor (optional)
  - Query terms
Internet Connections

Two types of connections

1. Connection-oriented (TCP)
2. Packet-oriented (UDP)
Transmission Control Protocol (TCP)

- Connection oriented
- Message split into datagrams
- Send datagrams as packets on network layer
- Provides illusion of reliable connection
  - Extra messages between sender / recipient
  - Resend packets if necessary
  - Ensure all packets eventually arrive
  - Store packets and process in order
  - Provides warning if packets are lost
Transmission Control Protocol (TCP)

- Reliable but more overhead for small messages
- Application can treat as reliable connection
  - Despite unreliability of underlying IP (network)
- Examples
  - ftp (file transfer)
  - ssh (remote secure shell)
  - http (web)
- Vast majority of internet traffic is TCP
User Datagram Protocol (UDP)

- More like sending a postcard
- Limited size message
- Might get lost with no notification
- Useful is some specialized cases
  - messages are small
  - if a packet is lost, would rather just lose it than delay receipt of next packet
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 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
Simple Server Programming

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
   }
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
Java Networking Classes

- IP addresses
  - InetAddress

- Packets
  - DatagramPacket (UDP)

- Sockets
  - Socket - TCP general use sockets
  - ServerSocket - TCP server only sockets
  - DatagramSocket - UDP sockets (server or client)
  - Sockets transfer data via Java I/O streams

- URL Connection Classes
  - High-level description of network service
  - Access resource named by URL
  - Examples
    - URLConnection ⇒ Reads resource
    - HttpURLConnection ⇒ Handles web page
    - JarURLConnection ⇒ Manipulates Java Archive
Java Networking Examples

- TCP Client/Server: See tcpServerClient package
- UDP Client/Server: See udpServerClient package
- URL Reader: See urlReader package
- Toy Web Server: See toyWebServer package