
CSE 331

Software Design & Implementation

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Autumn 2021

Servers

Event-driven programming

An *event-driven* program is designed to wait for events:

- program initializes then enters the *event loop*
- abstractly:

```
do {  
    e = getNextEvent();  
    process event e;  
} while (e != quit);
```

Server Programming

- Servers sit around waiting for events like:
 - new client connections
 - new data from the client (high scale servers)
- Simple version (normal scale):

```
while (true) {  
    wait for a client to connect  
    process the request; send a response back  
}
```

- probably want to use a new thread for processing
- high scale web servers might look quite different

Example: Chat Server

`ChatServer.java`

Server Sockets & Ports

- Server creates a “server socket” and waits for a connection
 - each connection comes with an individual socket
 - allows reading from / writing to that client
- Servers on the same machine distinguished by a **port** number
 - numbers below 1024 require admin privileges

```
ServerSocket ssock = new ServerSocket(80);
```

- Clients indicate the port when trying to connect:

```
Socket sock = new Socket("attu", 80);
```

Ports & Protocols

- Sockets API allows reading & writing of byte data
 - like the File API
- Each server can define its own **protocol** for communication
 - the language it uses to speak to clients
- By convention, ports are associated with particular protocols
 - 80 = HTTP
 - 443 = HTTPS
 - 25 = SMTP relay
 - ...
- Client that wants to talk HTTP can try connecting to 80

Protocols

- HTTP (Hyper-Text Transfer Protocol) is the most important
 - initially created for retrieving HTML documents
 - simple, text-based protocol
- Trend moving away from new protocols toward re-use of HTTP
 - Google (2010s) used HTTP for almost everything
- Allows for re-use of **libraries** for creating HTTP servers...
 - use of libraries reduces bugs, saves time, etc.
 - do not write your own HTTP server

HTTP

HTTP Request 1

```
GET /index.html HTTP/1.1
```

- Request ends with a **blank line**
- Between GET and blank are optional headers of the form

```
Name: Value
```

- similar to Java properties files
- common example would be `User-Agent` to describe client

HTTP Response 1

```
HTTP/1.1 200 OK
content-length: 124
content-type: text/html; charset=UTF-8
Date: Wed, 27 May 2020 18:30:00 GMT
Connection: close
```

```
<html>
```

```
...
```

- 200 status code indicates successful
- 400s for error that is the client's fault
- 500s for errors on the server's end

Demo

(command-line HTTP request)

HTTP Request 2

```
POST /register HTTP/1.1
content-type: application/x-www-form-urlencoded
content-length: 25
```

```
fname=Kevin&userid=kevinz
```

- **POST** request includes client content
- 25 bytes of content after the blank line
 - newlines are just another byte

HTTP

- **GET & POST** requests are by far the most common
 - other types like DELETE also exist
- See CSE 333 for a more complete discussion
 - (no need to memorize the details here)

Uniform Resource Locators (URLs)

- Tells the browser what to get and how to get it

```
http://attu:8080/index.html
```

Connect to server attu on port 8080

Send GET request

```
GET /index.html HTTP/1.1
```

...

Uniform Resource Locators (URLs)

`http://attu:8080/cse331/test?a=b&c=d#whatever`

protocol **hostname** **port** **path** **query string** **fragment**

- **Port** is optional (default is 80 for HTTP)
- Optional “?a=b&c=d” part of path is called **query string**
 - “&”-separated key=value pairs
 - useful for passing arguments to the server-side code...
- **Fragment** is only kept in the browser
 - client can use this to record its place in the document
 - allows back/forward buttons to work on a single page