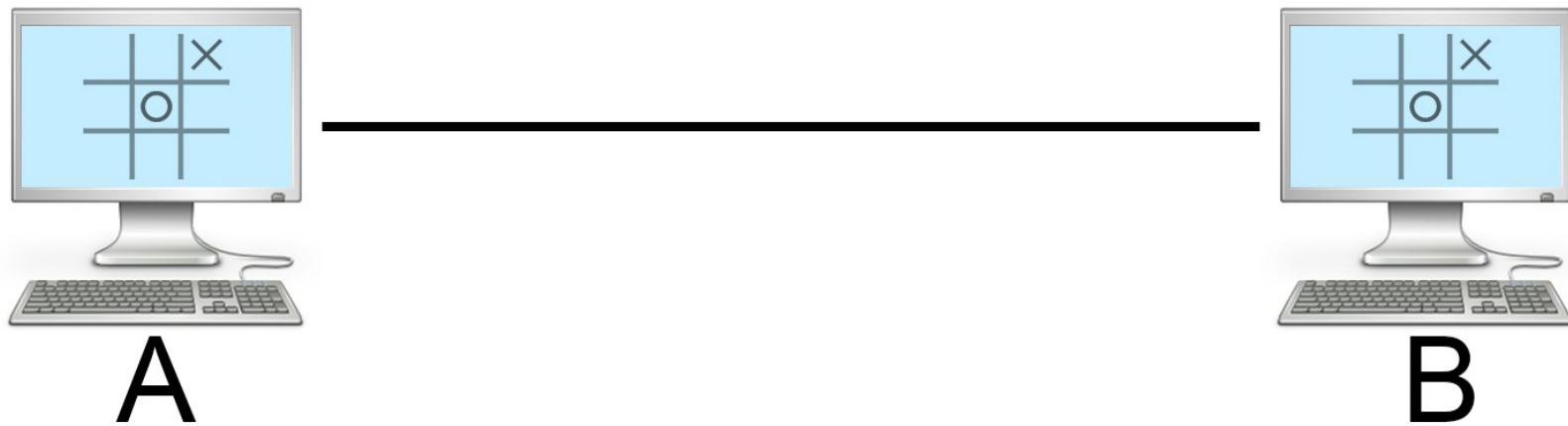


# TCP/IP mit Java

Arian Weber



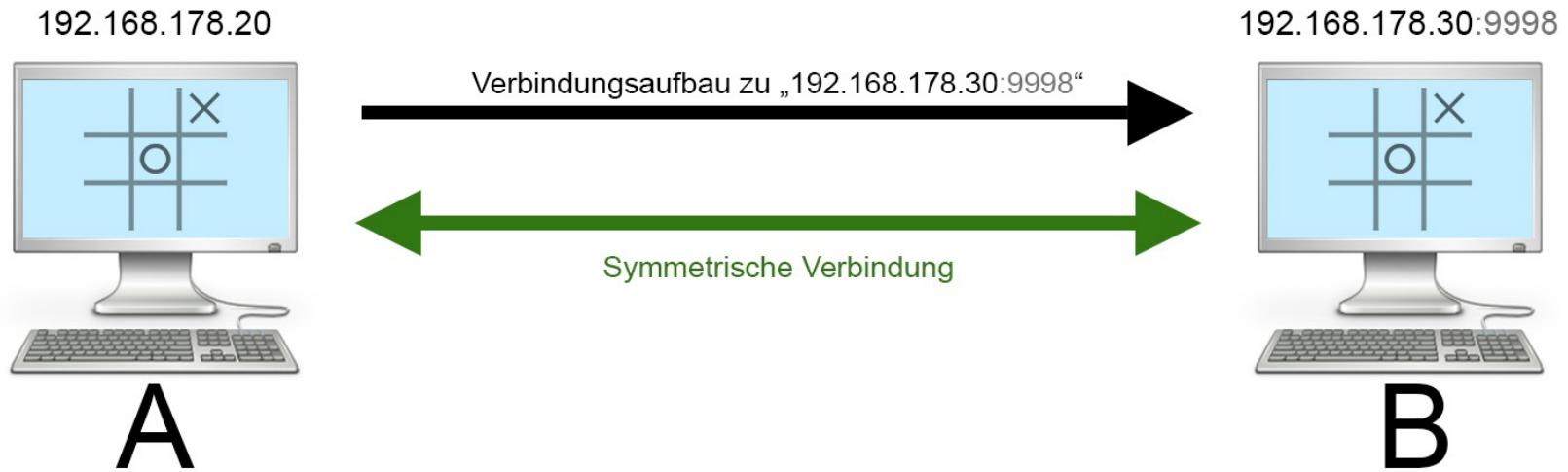
# Motivation



# Motivation

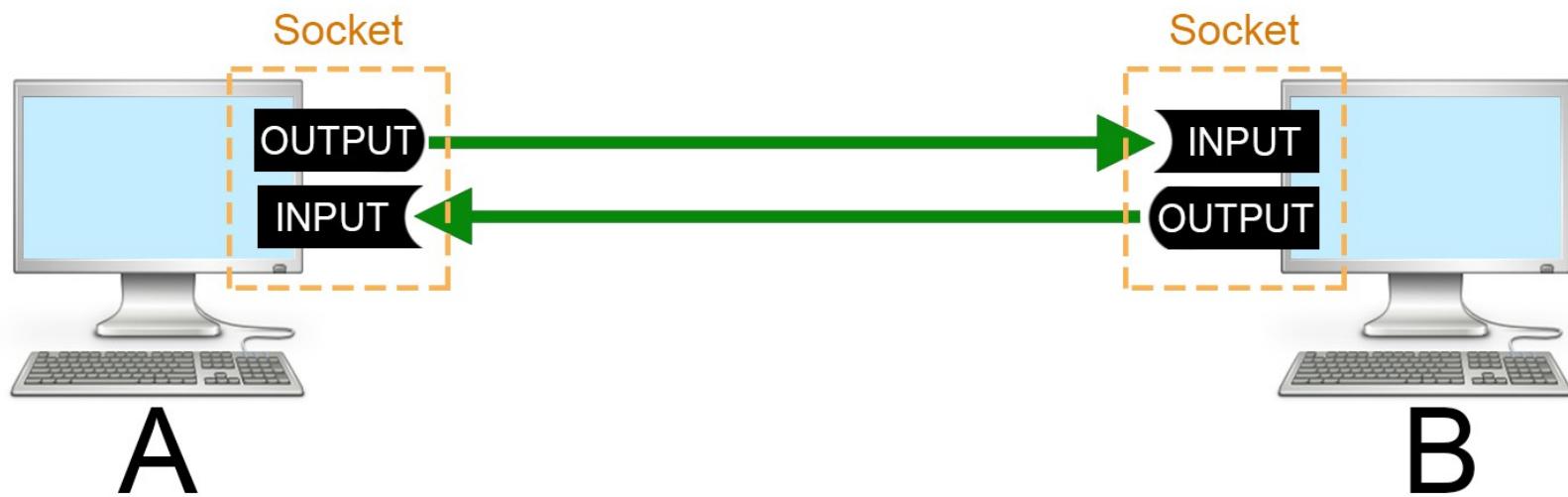


# TCP/IP



```
Socket mySocket = new Socket("192.168.178.30", 9998);
```

# TCP/IP



```
mySocket.getOutputStream().write(0xA2);  
byte b = mySocket.getInputStream().read();
```

# TCP/IP Überblick

## IP

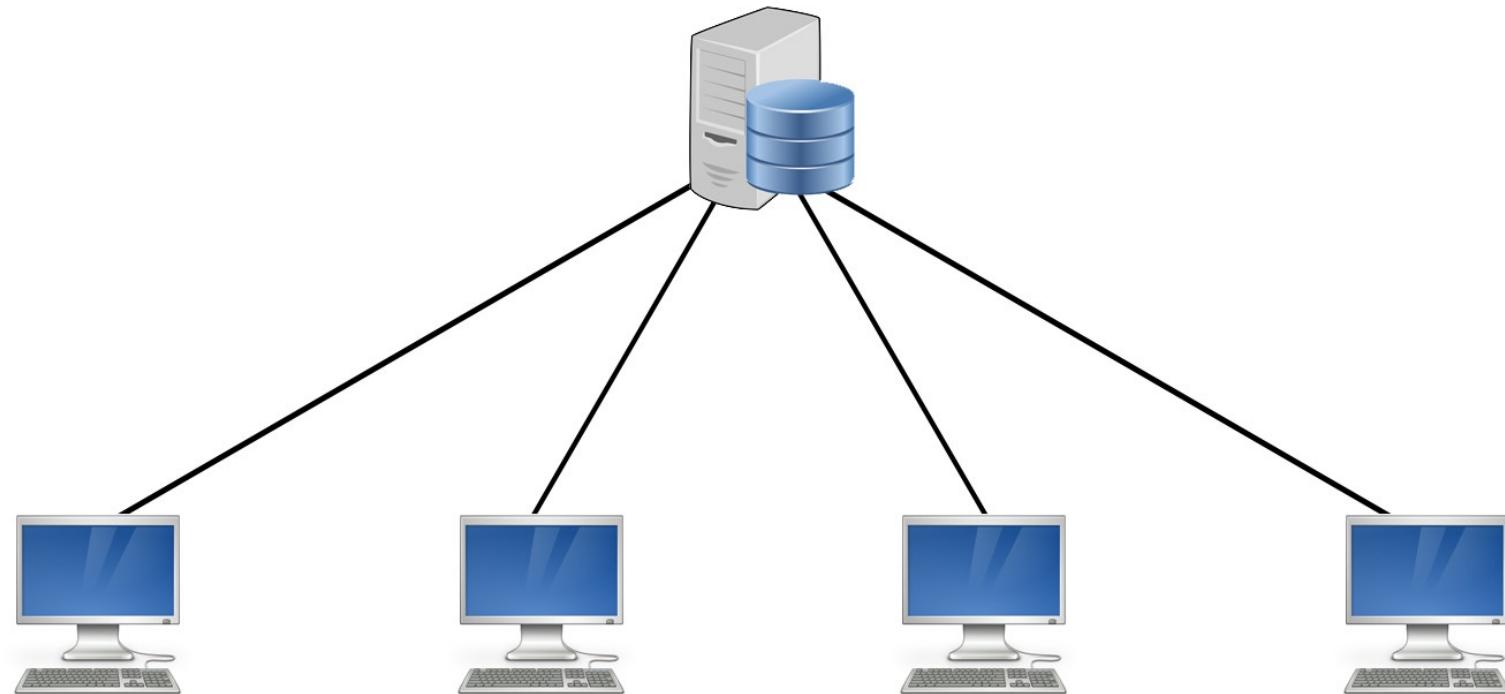
- Adressiert Hosts mit IP-Adressen
- Vermittelt Daten an Hosts

## TCP

- Vergibt Ports an Prozesse
- Transportiert Daten zwischen Prozessen
- Stellt eine Zuverlässige Verbindung bereit



# Client/Server



```
ServerSocket myServerSocket = new ServerSocket(9998);  
Socket clientSocket = myServerSocket.accept();
```

# Threads

- Sorgen für Nebenläufigkeit
- “Blockierender Code” blockiert nicht das gesamte Programm

In Java:

```
public static void main(String[] args) {  
    Thread myThread = new Thread(new MyTask());  
    myThread.start();  
    System.out.println("Thread started.");  
}  
  
public static class MyTask implements Runnable {  
    @Override  
    public void run() {  
        while(true) {  
            System.out.println("Running.");  
        }  
    }  
}
```

# Wichtige Begriffe

- TCP/IP
- Socket
- ServerSocket
- Thread
- InputStream/OutputStream

