Client v. Server

Java Server

//create a TCP server socket on port 12345
ServerSocket server =
    new ServerSocket(12345);

// wait for a connection
// blocks until something connects
Socket socket = server.accept();

// get source name and port
socket.getInetAddress().getHostName()
socket.getPort()

//get destination name and port
socket.getLocalAddress().getHostName()
socket.getLocalPort()

TO DO: make a Java Server
```
Create a server socket
Repeat forever:
    wait for a connection
    setup steams
    send a message
    reply to client messages
    when client sends QUIT,
        send bye
        (continue waiting)
```

Test with netcat and the Java
    client from last week.

Trace the communication in
wireshark. How do the packets
differ from http?

How could you make it handle
multiple connections at once?