

Each client gets the same port number

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Source: <http://coding.derkeiler.com/Archive/Java/comp.lang.java.help/2006-01/msg00418.html>

- *From:* Petterson Mikael <mikael.petterson@xxxxxxxxxxxxxxxxx>
 - *Date:* Tue, 10 Jan 2006 09:30:32 +0100
-

Hi,

I posted a message yesterday when I had problems with "Connection reset" with a server and 2 clients.

When I studied the trace I found out that both clients (on the same host) get the same port. This is not good or? Should not each connection generate a new port.

What am I missing?

Cheers,

//Mikael

This is the code in my server:

```
Server.java  
=====
```

```
package server;
```

```
import java.io.IOException;  
import java.net.ServerSocket;
```

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```
import javax.swing.JFrame;

/**
 * This class creates a server socket that will
 * wait for connections from clients on a specified
 * port. For each new connection request from client
 * a new ServerThread is created to handle the actual
 * communication.
 * @author eraonel
 *
 */
public class Server extends JFrame {

    private static final int port = 1234;

    private ServerSocket server;

    private ServerThread st;

    private SrvGui gui;

    private String newline = "\n";

    public Server(SrvGui srvGui) {
        gui = srvGui;
    }

    public static void main(String args[]) {
        SrvGui srvGui = new SrvGui();
        srvGui.setSize(600, 250);
        srvGui.setVisible(true);
        Server server = new Server(srvGui);
        while (true) {
            server.initiate();
        }
    }

    /**
     * Method listens for incoming connection attempts.
     * When it detects a connection attempt,
     * it accepts the connection.
     */
}
```

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```
* Socket for communication is created.
*/
public void initiate() {
    gui.display.append("Starting up server on port " + port + newline);

    try {
        // server listens on a specific port
        server = new ServerSocket(port);
        while (true) {
            // Create a separate thread for each client connecting.
            st = new ServerThread(server.accept(), gui);
            Thread t = new Thread(st);
            t.start();
        }

    } catch (IOException ioe) {
        gui.display.append("Could not connect " + newline);
        System.exit(-1);
    }

}

/**
 * called by the Java virtual machine (JVM)* before the program exits to
 * giv
```