

Re: Simple socket conumdrum

Source: <http://coding.derkeiler.com/Archive/Java/comp.lang.java.programmer/2005-01/2373.html>

From: dar7yl (no_reply_at_accepted.org)

Date: 01/20/05

Date: Thu, 20 Jan 2005 07:16:41 GMT

> *When I bump up to 102400 bytes, it hangs about 70% of the way into the
> total
> amount, meanwhile the client thinks that it has completed sending the data
> and is awaiting acknowledgment from the server.*

It sounds like the http socket is timing out.

Try turning off buffering for the output, and write a block at a time.

(btw, I didn't see anywhere you are actually writing the data to the client)

as a matter of style, recode your loop as follows:

(the brace style is your own preference, I abhor K&R style)

<code>

```
int remainder = totalCnt;
while (remainder > 0)
{
    int amtToRead = remainder ;
    if (amtToRead > BLOCKSIZE)
    {
        amtToRead = BLOCKSIZE;
    }
    int amtRcvd = is.read(buffer, 0, amtToRead);
    remainder -= amtRcvd;
```

```
    // now, what are you doing with your buffer here?
```

```
    } // while
```

</code>

regards,

Dar7yl

"Will Hartung" <willh@msoft.com> wrote in message
news:3589j5F4jmle4U1@individual.net...

> *I have a brain dead Client and equally unsophisticated Server program.*

>

> *The Client connects to the Server, server pops a thread, and then they*

> *have*

> a simple conversation.
>
> The basic goal of the C/S system is simply to Move Data in order to
> evaluate
> timings and what not for a project.
>
> I don't care WHAT the data is, I just want to move some.
>
> Here's the meat of the Server:
>
> I get the InputStream using:
>
> InputStream is = socket.getInputStream();
>
> My blocksize is 8192.
>
> Then, I run this little loop:
> while(totalRcvd != totalCnt) {
> int amtToRead = blocksize;
> if (amtToRead > (totalCnt - totalRcvd)) {
> amtToRead = totalCnt - totalRcvd;
> }
> int amtRcvd = is.read(buffer, 0, amtToRead);
> totalRcvd = totalRcvd + amtRcvd;
> }
>
> For a small amount of data, 10240 bytes, this works fine.
>
> When I bump up to 102400 bytes, it hangs about 70% of the way into the
> total
> amount, meanwhile the client thinks that it has completed sending the data
> and is awaiting acknowledgment from the server.
>
> If I kill the client at this point, then the sockets are closed and I get
> an
> appropriate exception on the server.
>
> Finally, running the client and server on my windows machine, it works
> (though it is not consistent). It consistently fails with the server on a
> Solaris 8 machine.
>
> Anyone have any hints why this is hanging up?
>
> Thankx!
>
> Regards,
>
> Will Hartung
> (willh@msoft.com)
>
>