

BSF4ooRexx

Sockets ("java.net", "javax.net"), SSL/TLS ("javax.net.ssl")

Business Programming 2



BSF4ooRexx



NetRexx

Windows
GUIs
(AWT)

Sockets
SSL/TLS

XML
SAX/DOM
JSON

Scripting
A00/LO
(UNO)

Rexx
Script
Engine

Portable
GUIs
(JavaFX)

Java Web
Server
(Tomcat)

Java Classes
written in Rexx
style

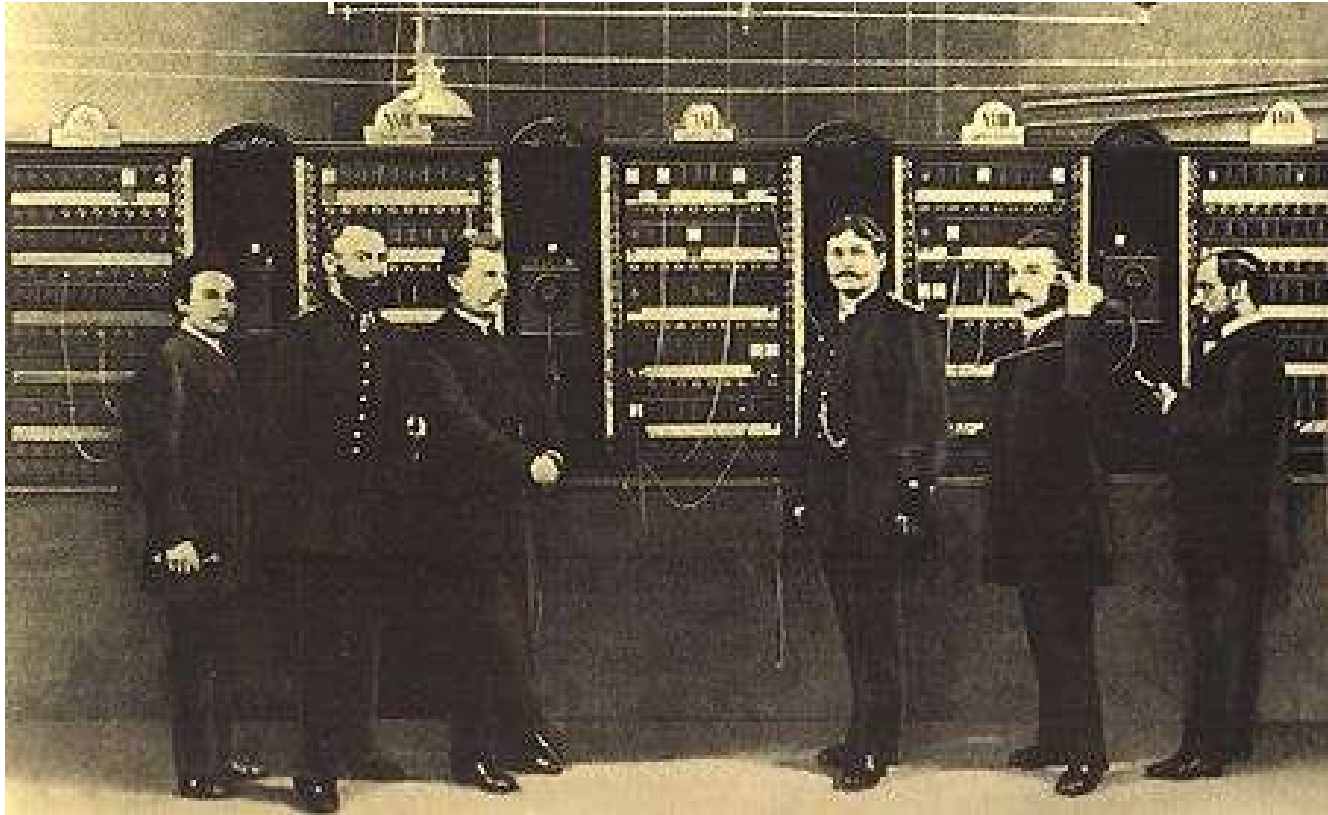
Java = Portability (and Great Functionality)



- Operating system independency
 - Programs should ideally, no they *run (!)* unchanged on
 - Linux
 - macOS
 - Windows
- "Omni-available"
 - Java and the Java runtime environment (JRE)
 - JRE already installed on many computers!
- Bridging ooRexx with Java
 - BSF4ooRexx



Switchboard, 1



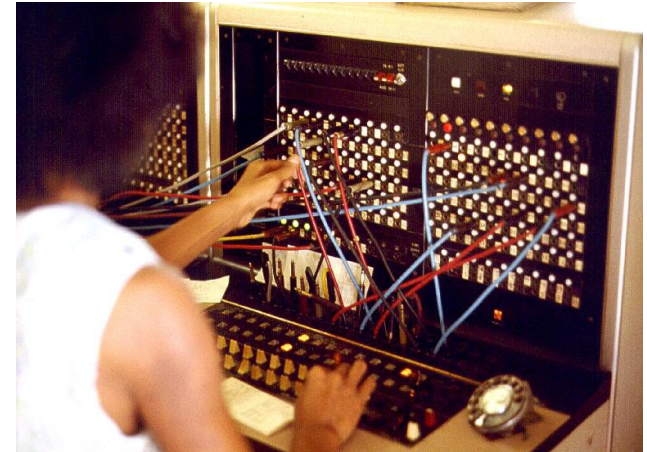
Switchboard, Berlin around 1881

- "Socket"
 - Concept originates from the early days of telephony
 - "Switchboard", which possesses a number of sockets (end-points), each with a single port
 - Each phone line leads to exactly one port
 - "Patch cords" (connection cables) are used to connect two sockets via their ports
 - Sockets are end-points of a bi-directional connection

Sockets, 2



- "Socket" (Telephony)
 - (1) Switchboard operator answers call and asks for the callee
 - (2) Switchboard operator inserts a "phone-plug" into the ports of the caller and callee
 - (3) Caller and callee communicate bi-directionally



Joseph A. Carr, (C) 1975:
JT Switchboard

Sockets, 3: TCP/IP "Sockets"



- Caller and callee are two programs
- 65.536 ports
 - Numbered from 0 to 65.535
 - "Portnumber"
 - Port numbers 0 through 1024 are protected
 - E.g. on Unix systems not available to normal users
 - "Well-Known-Ports"
 - E.g. port number "80": reserved for WWW requests
 - A (server, daemon) program which must be addressed using the "http" protocol
 - E.g. Apache Server, Microsoft's IIS (Internet Information Server)



Sockets, 4: TCP/IP "Sockets"



- Assignment of "port" numbers
 - Pre-defined "well-known ports": http, ftp, telnet, gopher, ...
 - Usually from the reserved number range 1 through 1024
 - File "services"
 - E.g. well-known port numbers for databases like DB2, Oracle, ...
 - Port numbers starting from 1025 freely available
 - Collisions, if a port number is already in use by another program
 - E.g. unprivileged users using port "8080" for their http daemon
 - Used quite often by programmers who are temporarily in a need for a web server (e.g. for developing or testing purposes)



Switchboard, 2



- On your computer: 65.535 ports!
 - Ports to 1023 are known system ports, e.g.:
 - Port 22: Secure Shell Host (SSH)
 - Port 25: Simple Mail Transfer Protocol (SMTP)
 - Port 53: Domain Name System (DNS)
 - Port 67/68: Dynamic Host Configuration Protocol (DHCP)
 - Port 80: Hypertext Transfer Protocol (HTTP)
 - Port 443: HTTP Secure (HTTPS)
 - Port 1024 to 49151 are registered ports
 - Port 49152 to 65535 are dynamic or private ports



"Switchboard" with 100 ports

IP-Addresses and Computer Names, 1



- Each computer possesses a **worldwide (!) unique** IP-Address
 - Internet "phone number" of a computer
 - Two versions of addresses in use
 - **IPv4-Addresses: 32-Bit** values(4 bytes), notation "A.B.C.D"
 - Each computer possesses usually a "loopback" address
 - [127.0.0.1](#)
 - "localhost"
 - Used for developing and testing of socket programs
 - **IPv6-Addresses: 128-Bit** values (16 bytes), different notations
 - Address space of IPv4 has become far too small
 - Newer version which will replace IPv4 addresses in the long run
 - Address range practically unlimited
 - Java class "[InetAddress](#)"




IP-Addresses and Computer Names, 2



- Computer name
 - Easier to memorize for humans than "naked" numbers
 - "Name services"
 - Maintaining mapping of "computer name → IP address"
 - Makes it possible that a computer may have any number of names
 - If a computer possesses more than one name, all names resolve to the same IP address
 - Program "**nslookup**" (name server lookup)
 - Resolves computer names and IP addresses at the command line

IP-Addresses and Computer Names, 3



- Computer name and domain
 - Each computer belongs to a domain
 - Domain names are maintained on a world-wide scope
 - Intended to assure name resolving works world-wide
 - Examples Resolution direction
A blue horizontal line with a blue arrowhead pointing to the left, positioned below the word "Examples" and above the list of domain names.
 - www.wu.ac.at
 - www.keio.ac.jp
 - teletext.orf.at
 - www.RexxLA.org
 - zicklin.baruch.cuny.edu
 - www.ibm.com

IP-Addresses and Computer Names, 4



- IP address objects in Java
 - Class "**java.net.InetAddress**"
 - Attention! No public constructors available!
 - Instead use the following static methods which return an instance of this class:

InetAddress InetAddress.getByName(String hostname)

```
InetAddress ia=InetAddress.getByName("www.wu.ac.at");
```

InetAddress InetAddress.getByAddress(byte[] addr)

```
byte addr[]={ (byte)137, (byte)208, (byte)3, (byte)112 };
```

```
InetAddress ia=InetAddress.getByAddress(addr);
```

InetAddress InetAddress.getLocalHost()

- Address of your own computer

```
InetAddress ia=InetAddress.getLocalHost();
```

IP-Addresses and Computer Names, 5



```
import java.io.*;
import java.net.*;
import java.util.*;
class GetHostInfo
{
    public static void main (String args[])
    {
        InetAddress ia=null;
        if (args.length==0) // give localhost-infos
        {
            // attempt to get InetAddress object of localhost
            try { ia=InetAddress.getLocalHost(); }
            catch (UnknownHostException uhe)
            {
                System.err.println("No localhost defined for your computer!");
                System.exit(-1);
            }
        }
        else
        {
            // attempt to get InetAddress object by hostname
            try { ia=InetAddress.getByName(args[0]); }
            catch (UnknownHostException uhe)
            {
                try // attempt to get InetAddress object by IP address
                {
                    StringTokenizer st = new StringTokenizer(args[0], ".");
                    byte ab[] = new byte [st.countTokens()]; // create appropriate byte array
                    for (int i=0; st.hasMoreTokens();i++) // loop over tokens
                        ab[i]=Byte.parseByte(st.nextToken()); // get value and create byte of it
                    ia=InetAddress.getByAddress(ab);
                }
                catch (UnknownHostException uhe2)
                {
                    System.err.println("[ "+args[0]+" ]: not a valid hostname nor IP-address!");
                    System.exit(-1);
                }
            }
        }
        System.out.println("        HostName: ["+ia.getHostName()+"\n"+
            "        IP address: ["+ia.getHostAddress()+"\n\n"+
            "        canonicalHostName: ["+ia.getCanonicalHostName()+"\n"+
            "        toString(): ["+ia+"]");
    }
}
```

Possible Output:

```
        HostName: [waldi]
        IP address: [127.0.1.1]

        canonicalHostName: [waldi.localdomain]
        toString(): [waldi/127.0.1.1]
```



Java Class "java.net.Socket"



- Allows to establish a connection to a server program on a(nother) computer
 - Computer will be identified by IP address or name and
 - Port number ("int")
- Input and output operations via "Stream" objects
 - "java.io.InputStream" object for reading (receiving) data
 - "getInputStream()"
 - "java.io.OutputStream" object for writing (sending) data
 - "getOutputStream()"
- Sockets get closed with the method "close()"



Server Program "java.net.ServerSocket"



- "Server"
 - Program, which accepts requests for services
 - Must be assigned a port
 - Program listens at the port for requests from possible client programs
 - Server programs need to
 - Create a "**ServerSocket**" object
 - The port number to listen to can be supplied to the constructor or can be assigned later with the method "**bind(...)**"
 - Wait for a request to accept
 - Method "**accept()**"
 - Answering a request
 - Communication is carried out with the help of a **Socket** object, which the method "**accept()**" creates and returns

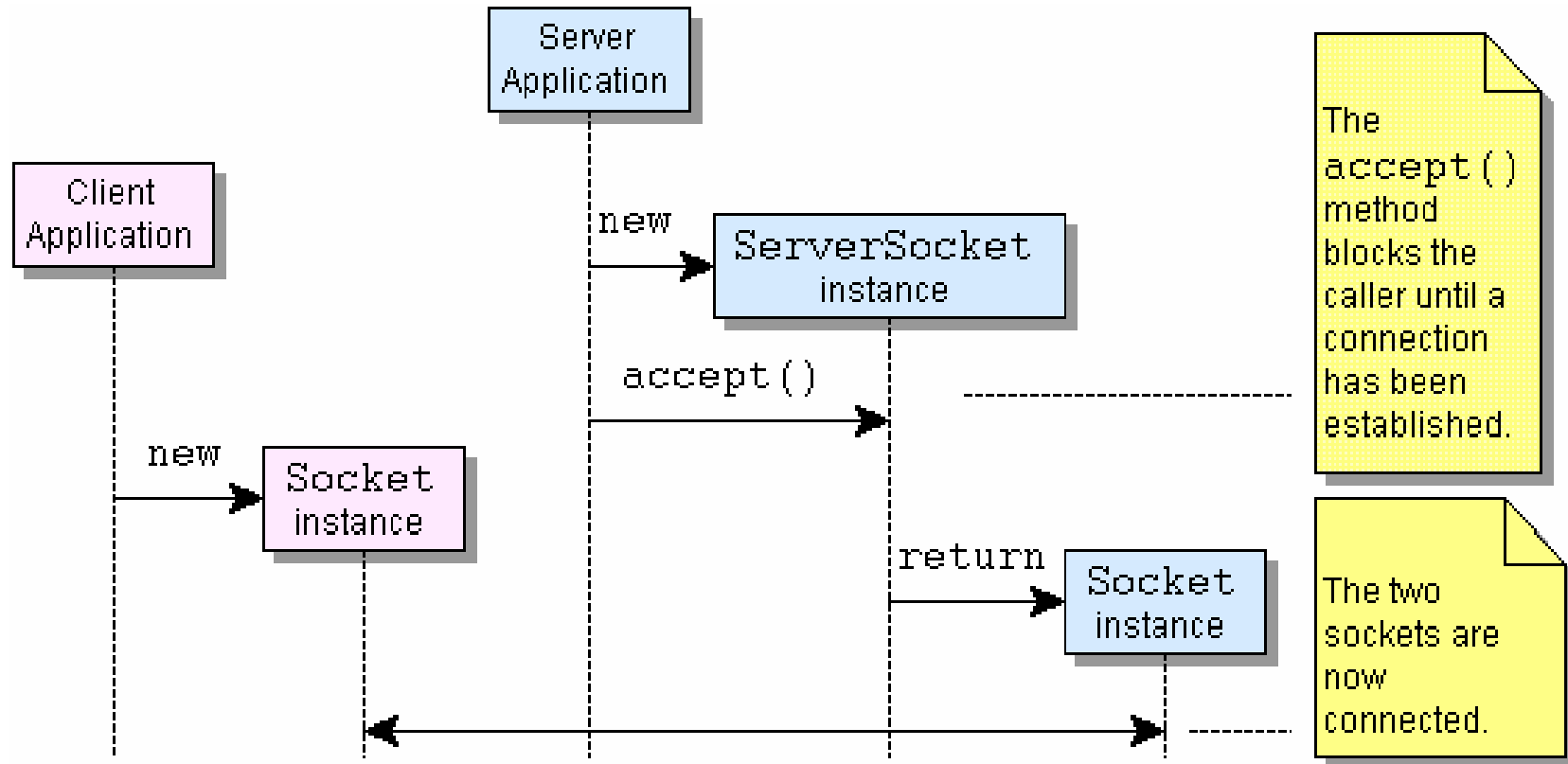
Client Program: Client and Server



- "Client"
 - Program, which sends requests to a server
 - Creates a "**java.net.Socket**" object
 - Different constructors available
 - Possibility to denote the server computer (String, InetAddress)
 - Possibility to denote the desired port number
 - Possibility to denote computer and port number with the "connect(...)" method
- "Client" and "Server"
 - Need to define communication rules
 - "Protocol", e.g.
 - [http](#), [ftp](#), [telnet](#), [sendmail](#), ...
 - As RFCs ("request for comments") available on the Internet



Client Program: Client and Server



Example: Server Program (Java)



```
import java.io.*;
import java.net.*;

class TestSocketServer
{
    public static void main (String args[])
    {
        try
        {
            ServerSocket srvSock=new ServerSocket( 8888 ); // port to listen to

            Socket socket2client = null;
            System.out.println("Server (Java): starting to accept clients...");
            socket2client = srvSock.accept();
            System.out.println("Server (Java): client accepted.");

            byte b[]=new byte [2048]; // set read buffer to 2 KB
            int n=socket2client.getInputStream().read(b);
            System.out.println("Server (Java): received client data: ["+new String(b, 0, n)+"");

            System.out.println("Server (Java): sending data to client ...");
            String msg="Hello from Server!";
            socket2client.getOutputStream().write(msg.getBytes());
        }
        catch (Exception exc)
        {
            System.err.println("Exception: ["+exc+""]);
            exc.printStackTrace();
            System.exit(-1);
        }
    }
}
```

Example: Client Program (Java)



```
import java.io.*;
import java.net.*;

class TestSocketClient
{
    public static void main (String args[])
    {
        try
        {
            Socket socket2server= new Socket(InetAddress.getLocalHost(), 8888);
            System.out.println("CLIENT (Java): socket created!");

            System.out.println("CLIENT (Java): sending data to server ...");
            String msg="Hello, this is your client speaking!";
            socket2server.getOutputStream().write(msg.getBytes());

            byte b[]=new byte [100]; // set read buffer to 100 bytes auf
            int n=socket2server.getInputStream().read(b);
            System.out.println("CLIENT (Java): received server data: ["+new String(b,0,n)+"");
        }
        catch (Exception exc)
        {
            System.err.println("Exception: ["+exc+"]");
            exc.printStackTrace();
            System.exit(-1);
        }
    }
}
```

Example: Output



Server-side:

```
Server (Java): starting to accept clients...  
Server (Java): client accepted.  
Server (Java): received client data: [Hello, this is your client speaking!]  
Server (Java): sending data to client ...
```

Client-side:

```
CLIENT (Java): socket created!  
CLIENT (Java): sending data to server ...  
CLIENT (Java): received server data: [Hello from Server!]
```

Example: Server Program (ooRexx)



```
say "SERVER (ooRexx): program started."

  /* create server socket listening on port 8888 */
  srvSock=.bsf~new("java.net.ServerSocket", 8888)
  say "SERVER (ooRexx): starting to accept clients..."
  socket2client=srvSock~accept -- accept client, returns socket to client
  say "SERVER (ooRexx): client" pp(socket2client~toString) "accepted."

  /* get data from the client */
  b=.bsf~bsf.createArray('byte.class', 2048) -- create a "byte"-array
  n=socket2client~getInputStream~read(b) -- returns number of bytes read
  /* turn received byte array to Rexx string */
  say "SERVER (ooRexx): data received from client:" pp(BsfRawBytes(b,n))

  /* send data to client */
  msg="Hello from the ooRexx-server!"
  say "SERVER (ooRexx): sending" pp(msg) "to client..."
  socket2client~getOutputStream~write(BsfRawBytes(msg)) -- turn Rexx string to byte array

say "SERVER (ooRexx): program ended."

::requires BSF.CLS -- get Java support
```

Example: Client Program (ooRexx)



```
say "CLIENT (ooRexx): program started."

/* create socket and connect to server on port 8888 */
lh=.bsf~bsf.import('java.net.InetAddress') ~getLocalHost -- get InetAddress
socket2server=.bsf~new('java.net.Socket', lh, 8888) -- connect to server
say "CLIENT (ooRexx): connected to server" pp(socket2server~toString)

/* send the server data */
msg="Hello, this is from your ooRexx-client!"
say "CLIENT (ooRexx): sending" pp(msg) "to server..."
socket2server~getOutputStream~write(BsfRawBytes(msg)) -- turn Rexx string to byte array

/* receive data from server */
b=.bsf~bsf.createArray('byte.class', 100) -- create a "byte"-array
n=socket2server~getInputStream~read(b) -- returns number of bytes read
say "CLIENT (ooRexx): data received from server: ["||BsfRawBytes(b,n)"]"

say "CLIENT (ooRexx): program ended."

::requires BSF.CLS -- get Java support
```

Example: Possible Output



Server-side:

```
SERVER (ooRexx): program started.  
SERVER (ooRexx): starting to accept clients...  
SERVER (ooRexx): client [Socket[addr=/137.208.114.24,port=53813,localport=8888]] accepted.  
SERVER (ooRexx): data received from client: [Hello, this is from your ooRexx-client!]  
SERVER (ooRexx): sending [Hello from the ooRexx-server!] to client...  
SERVER (ooRexx): program ended.
```

Client-side:

```
CLIENT (ooRexx): program started.  
CLIENT (ooRexx): connected to server [Socket[addr=T450sRGF/137.208.114.24,port=8888,localport=53813]]  
CLIENT (ooRexx): sending [Hello, this is from your ooRexx-client!] to server...  
CLIENT (ooRexx): data received from server: [Hello from the ooRexx-server!]  
CLIENT (ooRexx): program ended.
```

Sockets – Potential Risk



- Sockets transport data without any encryption!
- Popular solution
 - **SSL**: Secure Socket Layer (until 2015)
 - **TLS**: Transport Layer Security (successor of SSL)
- Java makes it easy to employ the TLS protocol (dubbed "SSL/TLS" on the following slides)
 - Keeps the socket semantics
 - Uses a factory class to allow for using the default Java cryptographic infrastructure or for using third party implementations



SSL/TLS, 1: Overview



- Needs public key infrastructure
 - Complex to implement
 - However Java's JDK has that infrastructure "on-board!"
 - "keytool" to generate a certificate file
 - Certificate file needs to be stored on server and client
- Specialized socket classes to employ security
 - "javax.net.ssl.SSLServerSocketFactory"
 - "javax.net.ssl.SSLSocketFactory"
- Example modelled after tutorial on the Internet
 - Cf. http://stilius.net/java/java_ssl.php (as of: 2011-10-13)



SSL/TLS, 2: Overview



- Java executable "`keytool`"
 - Create certificate file, e.g. with password "`123456`"
`keytool -genkey -keystore mySrvKeystore -keyalg RSA`
 - Save certificate file on server and client
- Supply information about the certificate file either by setting "`java.lang.System`" properties or while invoking
 - SSL **Server** on the command line e.g. defining the system properties
`-Djavax.net.ssl.keyStore=mySrvKeystore -Djavax.net.ssl.keyStorePassword=123456`
 - SSL **Client** on the command line e.g. defining the system properties
`-Djavax.net.ssl.trustStore=mySrvKeystore -Djavax.net.ssl.trustStorePassword=123456`



Example 1a: SSL/TLS Server Program (ooRexx)



```
say "SERVER (ooRexx SSL/TLS): program started."
  -- define System properties for Java's security handling
system=.java.lang.System  -- gets preloaded by BSF4ooRexx
system~setProperty("javax.net.ssl.keyStore",      "mySrvKeystore")
system~setProperty("javax.net.ssl.keyStorePassword", "123456")

  -- create a SSL server socket, wait for a SSL client
socketFactory=bsf.loadClass("javax.net.ssl.SSLServerSocketFactory")~getDefault
srvSocket =socketFactory~createServerSocket(9999)
say "SERVER (ooRexx SSL/TLS): starting to accept clients..."
socket2client=srvSocket~accept  -- wait for a client
say "SERVER (ooRexx SSL/TLS): client" pp(socket2client~toString) "accepted."

  /* get data from the client */
b=.bsf~bsf.createArray('byte.class', 2048)  -- create a "byte"-array
n=socket2client~getInputStream~read(b)     -- returns number of bytes read
  /* turn received byte array into a Rexx string */
say "SERVER (ooRexx SSL/TLS): data received from client:" pp(BsfRawBytes(b,n))

  /* send data to client */
msg="Hello from the ooRexx-server via SSL/TLS!"
say "SERVER (ooRexx SSL/TLS): sending" pp(msg) "to client..."
socket2client~getOutputStream~write(BsfRawBytes(msg)) -- turn Rexx string to byte array

say "SERVER (ooRexx SSL/TLS): program ended."

::requires BSF.CLS  -- get Java support
```

Example 1b: SSL/TLS Client Program (ooRexx)



```
say "CLIENT (ooRexx SSL/TLS): program started."
  -- define System properties for Java's security handling
system=.java.lang.System    -- gets preloaded by BSF4ooRexx
system~setProperty("javax.net.ssl.trustStore",      "mySrvKeystore")
system~setProperty("javax.net.ssl.trustStorePassword", "123456")

  -- create a SSL server socket, wait for a SSL client
socketFactory=bsf.loadClass("javax.net.ssl.SSLSocketFactory")~getDefault
socket2server=socketFactory~createSocket("localhost", 9999) -- create socket
say "CLIENT (ooRexx SSL/TLS): connected to server" pp(socket2server~toString)

  /* send the server data */
msg="Hello, this is from your ooRexx-client via SSL/TLS!"
say "CLIENT (ooRexx SSL/TLS): sending" pp(msg) "to server..."
socket2server~getOutputStream~write(BsfRawBytes(msg)) -- turn Rexx string to byte array

  /* receive data from server */
b=.bsf~bsf.createArray('byte.class', 100) -- create a "byte"-array
n=socket2server~getInputStream~read(b)    -- returns number of bytes read
say "CLIENT (ooRexx SSL/TLS): data received from server: ["||BsfRawBytes(b,n)"]"

say "CLIENT (ooRexx SSL/TLS): program ended."

::requires BSF.CLS          -- get Java support
```

SSL/TLS Example 1: Possible Output



Server-side:

```
SERVER (ooRexx SSL/TLS): program started.  
SERVER (ooRexx SSL/TLS): starting to accept clients...  
SERVER (ooRexx SSL/TLS): client [SSLSocket[hostname=127.0.0.1, port=59276, Session(1655305614304|SSL_NULL_WITH_NULL_NULL)]] accepted.  
SERVER (ooRexx SSL/TLS): data received from client: [Hello, this is from your ooRexx-client via SSL/TLS!]  
SERVER (ooRexx SSL/TLS): sending [Hello from the ooRexx-server via SSL/TLS!] to client...  
SERVER (ooRexx SSL/TLS): program ended.
```

Client-side:

```
CLIENT (ooRexx SSL/TLS): program started.  
CLIENT (ooRexx SSL/TLS): connected to server [SSLSocket[hostname=localhost, port=9999, Session(1655305617537|SSL_NULL_WITH_NULL_NULL)]]  
CLIENT (ooRexx SSL/TLS): sending [Hello, this is from your ooRexx-client via SSL/TLS!] to server...  
CLIENT (ooRexx SSL/TLS): data received from server: [Hello from the ooRexx-server via SSL/TLS!]  
CLIENT (ooRexx SSL/TLS): program ended.
```

SSL/TLS: Echo Server



- Example modelled after tutorial on the Internet
 - Cf. http://stilius.net/java/java_ssl.php (as of: 2011-10-13)
- Differences to previous SSL/TLS example
 - Server echoes characters received from client, closes when empty line gets sent
 - **Streams** (byte oriented) get wrapped up in **Readers/Writers** (character oriented) which get wrapped up in **Buffers** (e.g. allowing reading/writing characters in line oriented)



Example 2a: SSL/TLS Echo Server Program



```
-- define System properties for Java's security handling
system=.bsf4rexx~system.class    -- get preloaded java.lang.System
system~setProperty("javax.net.ssl.keyStore",      "mySrvKeystore")
system~setProperty("javax.net.ssl.keyStorePassword", "123456")

-- create a SSL server socket, wait for a SSL client
socketFactory=bsf.loadClass("javax.net.ssl.SSLServerSocketFactory")~getDefault
serverSocket =socketFactory~createServerSocket(9999)
sslSocket    =serverSocket~accept    -- wait for a client

-- client connected, start to read its data
inputStream    =sslSocket~getInputStream
inputStreamReader=.bsf~new("java.io.InputStreamReader", inputStream)
bufferedReader  =.bsf~new("java.io.BufferedReader",    inputStream)

-- output text sent from SSL client
signal on syntax    -- activate signal handling, e.g. resetting socket
do until string=.nil
  string=bufferedReader~readLine
  if string<>.nil then
    say "<Rexx-SSL-server received>:" pp(string)
end
syntax:              -- label (target) for syntax exception

::requires BSF.CLS    -- get Java support
```

Example 2b: SSL/TLS Echo Client Program



```
-- define System properties for Java's security handling
system=.bsf4rexx~system.class      -- get preloaded java.lang.System
system~setProperty("javax.net.ssl.trustStore",      "mySrvKeystore")
system~setProperty("javax.net.ssl.trustStorePassword", "123456")

-- create a SSL server socket, wait for a SSL client
socketFactory=bsf.loadClass("javax.net.ssl.SSLSocketFactory")~getDefault
sslSocket      =socketFactory~createSocket("localhost", 9999) -- create socket

-- client connected, start to read its data
outputStream      =sslSocket~getOutputStream
outputStreamWriter=.bsf~new("java.io.OutputStreamWriter", outputStream)
bufferedWriter    =.bsf~new("java.io.BufferedWriter",      outputStream)

-- get text from user, send it to SSL server
LF="0a"x          -- LF (linefeed) character
do until string=""
  parse pull string
  bufferedWriter ~~write( "["string"]" "<from the REXX SSL client>"LF) ~flush
end

::requires BSF.CLS      -- get Java support
```


- Using Java as an external function package using BSF4ooRexx
 - Camouflages Java as ooRexx
- Socket programming via Java is easy, allowing to take advantage of
 - IPv4 and IPv6 addresses
 - SSL/TLS
 - And much more ...
- Further information
 - Java tutorials that can easily be transcribed
 - Oracle Java documentation, books and tutorials