Class java.net.ServerSocket

```
java.lang.Object
   |
   +----java.net.ServerSocket
```

---

public final class **ServerSocket**
extends Object

The server Socket class. It uses a SocketImpl to implement the actual socket operations. It is done this way so that you are able to change socket implementations depending on the kind of firewall that is used. You can change socket implementations by setting the SocketImplFactory.

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o **ServerSocket**(int)
Creates a server socket on a specified port.
o **ServerSocket**(int, int)
Creates a server socket, binds it to the specified local port and listens to it.

Method Index

o **accept**()
Accepts a connection.
o **close**()
Closes the server socket.
o **getInetAddress**()
Gets the address to which the socket is connected.
o **getLocalPort**()
Gets the port to which the socket is listening on
o **setSocketFactory**(SocketImplFactory)
Sets the system's server SocketImplFactory.

o **toString**()
Returns the implementation address and implementation port of this ServerSocket as a String.

Constructors

o **ServerSocket**

```
public ServerSocket(int port) throws IOException
```

Creates a server socket on a specified port.
Parameters:
port – the port

o **ServerSocket**

```
public ServerSocket(int port,
                    int count) throws IOException
```

Creates a server socket, binds it to the specified local port and listens to it. You can connect to an annonymous port by specifying the port number to be 0.
Parameters:
port – the specified port
count – the amt of time to listen for a connection

Methods

o **getInetAddress**

```
public InetAddress getInetAddress()
```

Gets the address to which the socket is connected.

o **getLocalPort**

```
public int getLocalPort()
```

Gets the port to which the socket is listening on

o **accept**

```
public Socket accept() throws IOException
```

Accepts a connection. This method will block until the connection is made.

o **close**

```
public void close() throws IOException
```

Closes the server socket.

- **toString**

```
public String toString()
```

Returns the implementation address and implementation port of this ServerSocket as a String.
Overrides:
toString in class Object

- **setSocketFactory**

```
public static synchronized void setSocketFactory(SocketImplFactory fac) throws IOException
```

Sets the system's server SocketImplFactory. The factory can be specified only once.
Parameters:
fac – the desired factory
Throws: SocketException
If the factory has already been defined.