

## sockets

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Refer to the example provided (communicating via sockets).

Follow through the steps below.

### stages

1. build a mechanism to link 2 JVMs and exchange simple data (text) between them;
2. extend the mechanism so it works with 2 JVMs, each on a different network node;
3. link in a 3<sup>rd</sup> node so you have 3 nodes (A, B & C) as follows...
  - A sends messages to B
  - B sends them to C
  - C modifies the message
  - C passes modified message back to B
  - B passes the modified message back to C;
4. ensure that A, B & C all produce suitable debug output;
5. start timers & tag all debug output so time information is included...
  - what latency do you find with message passing?
  - what are the problems with running timers on a distributed system?
  - how do you think you can deal with these problems?
  - how does the world deal with these problems?