

WORKSHOP PEMROGRAMAN JARINGAN

MODUL 6

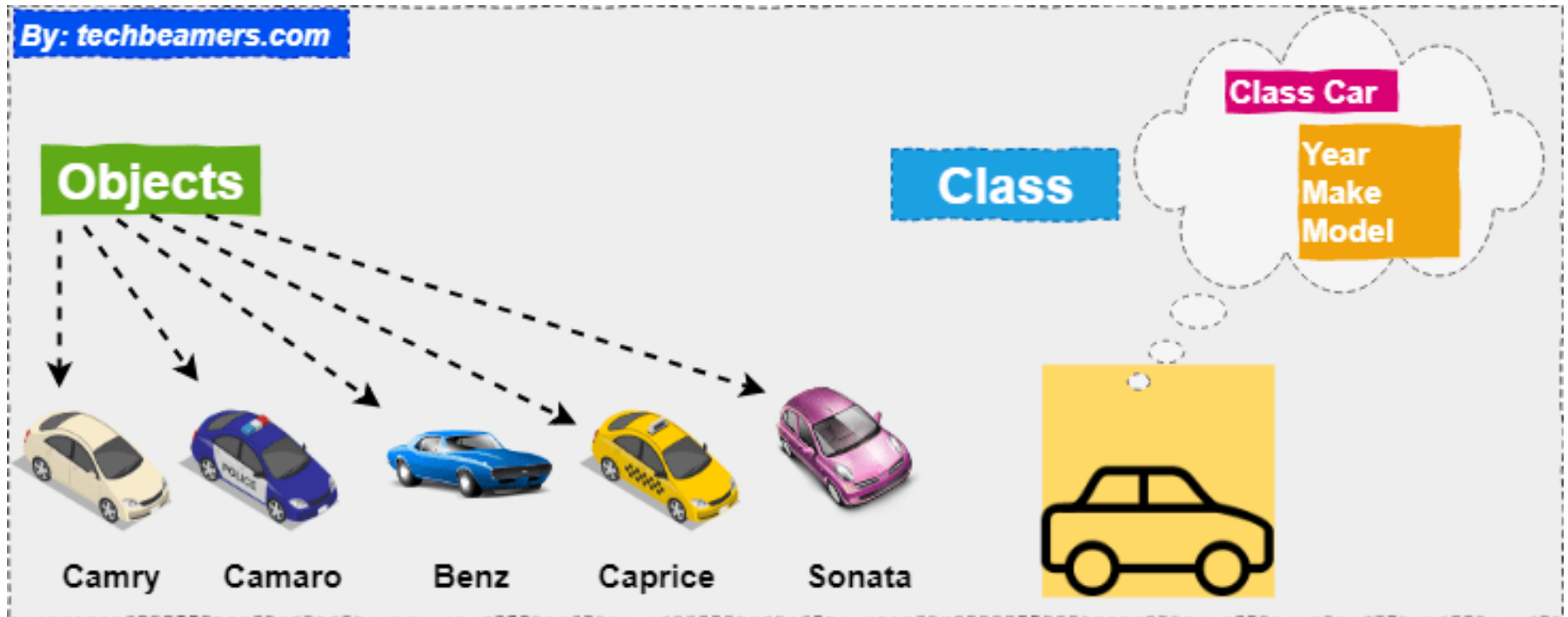
(MULTIPLEXING SOCKET I/O)

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TOPIK PEMBAHASAN

- Python Classes / Objects
- Python Inheritance
- Thread:
 - System fork() => linux
 - Threading => windows

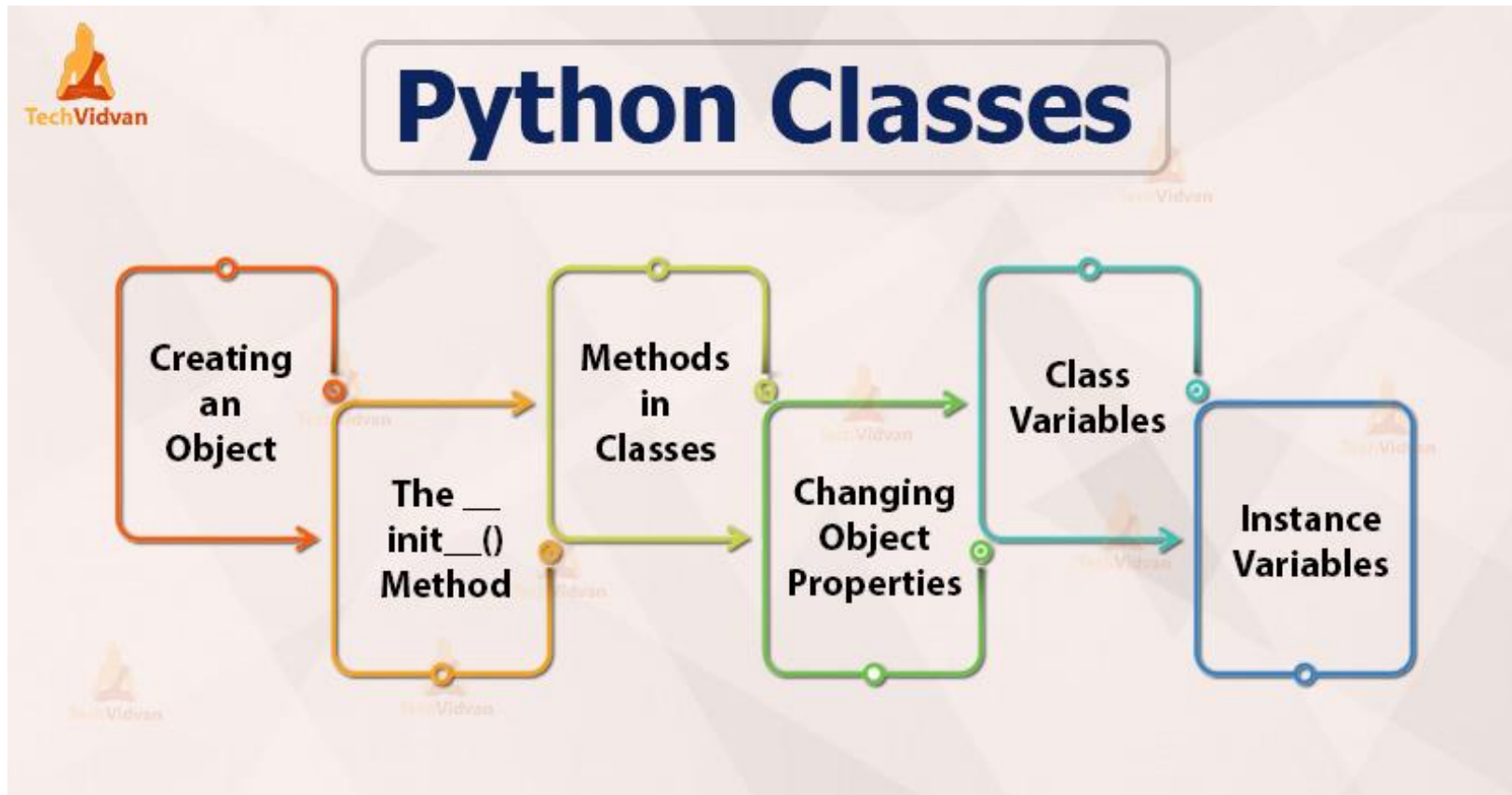
Classes / Objects



- Reference:

https://www.w3schools.com/Python/python_classes.asp

Python Classes / Objects



Membuat Obyek

- Contoh code

```
class MyClass:  
    x = 5
```

```
p1 = MyClass()  
print(p1.x)
```

Output:
5

- Penggunaan `__init__()` function

```
class Person:  
    def __init__(self, name, age):  
        self.name = name  
        self.age = age
```

```
p1 = Person("John", 36)
```

```
print(p1.name)  
print(p1.age)
```

Output:
John
36

Object Methods

- **self** digunakan utk mengakses variabel di dalam class

```
class Person:  
    def __init__(self, name, age):  
        self.name = name  
        self.age = age  
  
    def myfunc(self):  
        print("Hello my name is " + self.name)
```

```
p1 = Person("John", 36)  
p1.myfunc()
```

Output:
Hello my name is John

Modify Object Properties

```
class Person:
    def __init__(self, name, age):
        self.name = name
        self.age = age

    def myfunc(self):
        print("Hello my name is " + self.name)

p1 = Person("John", 36)

p1.age = 40

print(p1.age)
```

Output:
40

Python Inheritance

- **Parent class**: disebut sebagai base class
- **Child class**: disebut derived class (inherits dari class lain)
 - **pass**: mewarisi semua properties dari class

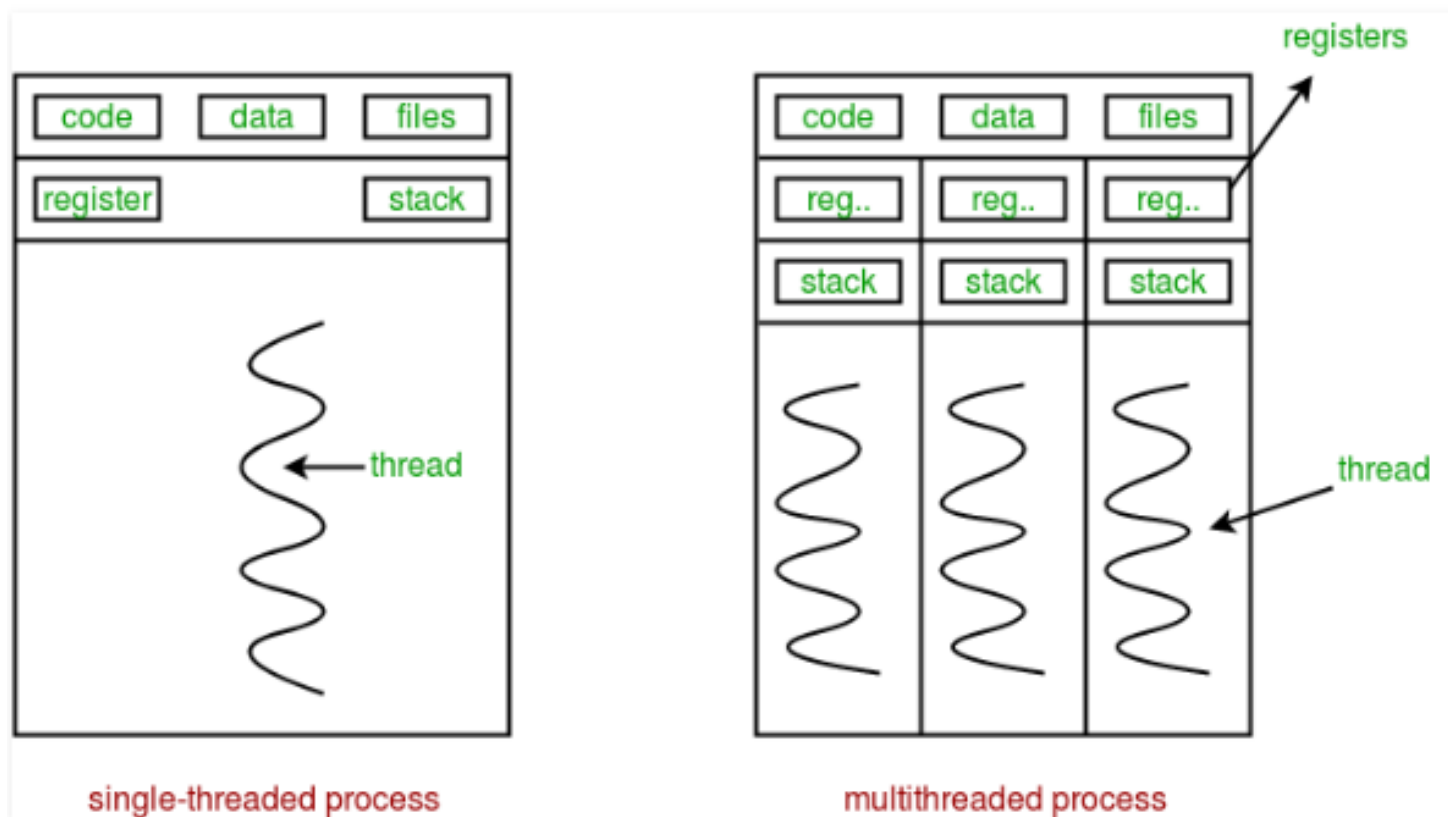
```
class Person:  
    def __init__(self, fname, lname):  
        self.firstname = fname  
        self.lastname = lname  
  
    def printname(self):  
        print(self.firstname, self.lastname)
```

```
class Student(Person):  
    pass
```

```
x = Person ("John", "Doe")  
x.printname()  
y = Student("Mike", "Olsen")  
y.printname()
```

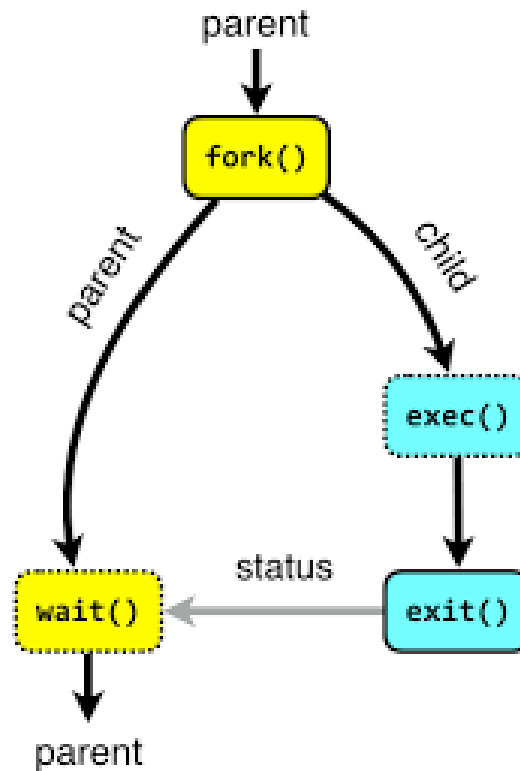

Multithreading

- A **thread** is an entity within a process that can be scheduled for execution. Also, it is the smallest unit of processing that can be performed in an OS (Operating System).



Thread: fork() => Listing 2.1

- System yang berfungsi untuk membuat proses baru



Threading di Python (Listing 2.2)

```
import os
import socket
import threading
import socketserver

SERVER_HOST = 'localhost'
SERVER_PORT = 0 # tells the kernel to pickup a port dynamically
BUF_SIZE = 1024

def client(ip, port, message):
    """ A client to test threading mixin server"""
    # Connect to the server
    sock = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
    sock.connect((ip, port))
    try:
        sock.sendall(bytes(message, 'utf-8'))
        response = sock.recv(BUF_SIZE)
        print ("Client received: %s" %response)
    finally:
        sock.close()
```

Threading di Python (Listing 2.2)

```
class ThreadedTCPRequestHandler(socketserver.BaseRequestHandler):
```

```
    """ An example of threaded TCP request handler """
```

```
    def handle(self):
```

```
        data = self.request.recv(1024)
```

```
        cur_thread = threading.current_thread()
```

```
        response = "%s: %s" %(cur_thread.name, data)
```

```
        self.request.sendall(bytes(response, 'utf-8'))
```

```
class ThreadedTCPServer(socketserver.ThreadingMixIn,  
socketserver.TCPServer):
```

```
    """Nothing to add here, inherited everything necessary from parents"""
```

```
    pass
```

Untuk menangani koneksi dari client

Threading di Python (Listing 2.2)

```
if __name__ == "__main__":
    # Run server
    server = ThreadingTCPServer((SERVER_HOST, SERVER_PORT),
                               ThreadingTCPRequestHandler)
    ip, port = server.server_address # retrieve ip address

    # Start a thread with the server -- one thread per request
    server_thread = threading.Thread(target=server.serve_forever)
    # Exit the server thread when the main thread exits
    server_thread.daemon = True
    server_thread.start()
    print ("Server loop running on thread: %s" %server_thread.name)
    # Run clients
    client(ip, port, "Hello from client 1")
    client(ip, port, "Hello from client 2")
    client(ip, port, "Hello from client 3")
    # Server cleanup
    server.shutdown()
```

```
$ python 2_2_threading_mixin_socket_server.py
Server loop running on thread: Thread-1
Client received: b"Thread-2: b'Hello from client 1'"
Client received: b"Thread-3: b'Hello from client 2'"
Client received: b"Thread-4: b'Hello from client 3'"
```

TUGAS

- Menyusul minggu depan krn ada UTS