public boolean fDebugOn = true;

protected int fPort;
protected ServerSocket fMainListenSocket = null;
protected boolean fContinueListening = true;
protected Socket fClientSocket = null;
protected DataInputStream fClientInputStream;
protected DataOutputStream fClientOutputStream;
protected HttpTransactionHandler fTransactionHandler;

/**
 * Instantiate and init
 *
 */
public HttpdAsync(int port) {
    if (port == 0) fPort = DEFAULT_PORT;
    else fPort = port;

    if (fDebugOn)
        System.out.println("done instantiating...");
}

/**
 * This method waits for an incoming connection,
 * opens input and output streams on that connection,
 * then uses HttpTransactionHandler to complete the request.
 * Once the request has been completed, shuts down the connection.
 * and begins waiting for a new connection.
 */
public void run() {

    //create a new ServerSocket
    try {
        if (fDebugOn) System.out.println(
            "building fMainListenSocket...");
        fMainListenSocket = new ServerSocket(fPort);
    }
    catch (Exception e) {
        System.err.println(
            "build fMainListenSocket threw: " + e);
        return;
    }
    finally {
        if (fMainListenSocket == null) {
            System.err.println(
                "Couldn't create a new ServerSocket!");
            return;
        }

        if (fDebugOn) System.out.println("done waiting...");
    }

    //...