Implementing a Multiclient Web Server

The biggest remaining problem with the Web servers we’ve presented so far is that they can only handle one client connection at a time. Obviously, this makes for a poor Web server.

In order to support multiple clients, we’re going to separate the code that deals with each new Socket returned by ServerSocket.accept, and handle that Socket’s transaction in a separate thread. We’ll place this code in a separate class called a http_connection_mgr. This will free up the main server thread to ServerSocket.accept again as soon as possible.

The source for the multiclient Web server is shown below.

Example 5-5  Implementation of a Web Server which Supports Multiple Clients

```java
package JNC;

import java.io.*;
import java.net.*;
import java.util.*;

/**
 * A class that manages a single HTTP connection
 * We’ve migrated all the connection-oriented stuff
 * from HttpdAsync into this class.
 */
class HttpConnectionMgr extends Thread {
    public boolean fDebugOn = true;

    protected Socket fClientSocket = null;
    protected DataInputStream fClientInputStream;
    protected DataOutputStream fClientOutputStream;
    protected HttpTransactionHandler fTransactionHandler;
```