

F:\Programming\Java\Mooch\src\peer_connection\ServerSocketThread.java

```
/**
 * <p>Starts listening on the specified port and dispatching connections to
 * P2PConnectionNegotiator's</p>
 */
public void run()
{
    // PSEUDOCODE:
    // while (there is at least one negotiator connected to this Thread)
    // {
    //     Socket connection;
    //     try
    //     {
    //         //Accept an incoming connection
    //         connection = myServerChannel.accept()
    //     }
    //     catch (Exception)
    //     {
    //         if (myServerChannel has been closed)
    //             exit the thread
    //     }
    //
    //     //Check which connection was just established
    //     String id = connection.read_id_according_to_p2p_protocol();
    //     P2PNegotiator p2p = the P2PNegotiator with the session ID matching
    //
    //     if (p2p == null)
    //         discard the newly established connection and continue
    //     else
    //         //Give the connection to the respective negotiator
    //         p2p.connectionEstablished(connection)
    //
    //     remove p2p from list of waiting negotiators
    // }
}
```