

# Sockets en java III

Queremos crear un server que cuando reciba conexión de un cliente cree un hilo y lo lance hasta que reciba la cadena salir:

## Clase SimpleThread

```
package sockets2LaPelicula;

public class SimpleThread extends Thread{
    public static final int FOR_EVER = -1;//Constante
    protected long delay;//variable
    protected int times;//Variable
    public SimpleThread (long delay, int times) {
        System.out.println("Constructor SimpleThread");
        this.delay = delay;
        this.times = times;
    }
    public void run() {
        try {
            for(int aux = times; (times>=0)|| (aux == FOR_EVER); times--) {
                System.out.println("Mi Delay es:"+delay);
                sleep(delay);
            }
        }catch(Exception e) {
            System.out.println("Error.");
        }
    }
}
```

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