```
package com. sxt. tcp;
import java.io.BufferedReader;
import java.io.DataInputStream;
import java. io. DataOutputStream;
import java.io.IOException;
import java.io.InputStreamReader;
import java.net.Socket;
import java.net.UnknownHostException;
/**
* 模拟登陆 单向
* 1. 使用Socket创建客户端+服务器的地址和端口
* 2. 操作: 输入流输出流操作
* 3. 释放资源
* @author 江
*
*/
public class LoginMultiClient {
   public static void main(String[] args) throws UnknownHostException,
IOException {
       System.err.println("---client---");
       //1. 建立连接: 使用Socket创建客户端+服务器的地址和端口
       Socket client=new Socket ("localhost", 8888);
       //2. 操作: 输入流输出流操作
       new Send(client).send();
       String result=new Receive(client).receive();
       System.err.println(result);
       }
```

```
//发送
    static class Send{
        Socket client;
        DataOutputStream dos;
        BufferedReader console;
        String msg;
        public Send(Socket client) {
                this.client=client;
                console=new BufferedReader(new InputStreamReader(System.in));
                msg=init();
                try {
                                dos=new
DataOutputStream(client.getOutputStream());
                        } catch (IOException e) {
                                e. printStackTrace();
                        }
        }
        public void send() {
                try {
                                dos.writeUTF(msg);
                                dos. flush();
                        } catch (IOException e) {
                                e. printStackTrace();
        }
        public String init() {
                try {
                        System.err.println("请输入用户名:");
                                String uname=console.readLine();
                                System.err.println("请输入密码");
```

```
String upwd=console.readLine();
                                return "uname="+uname+"&"+"upwd="+upwd;
                        } catch (IOException e) {
                                 e. printStackTrace();
                                return "";
                        }
        }
    //接收
        static class Receive{
                private Socket client;
                private DataInputStream dis;
                private String result;
                public Receive(Socket client) {
                        this.client=client;
                        try {
                                 dis=new
DataInputStream(client.getInputStream());
                        } catch (IOException e) {
                                 e. printStackTrace();
                        }
                }
                private String receive() {
                        try {
                                result=dis.readUTF();
                        } catch (IOException e) {
                                e.printStackTrace();
                        return result;
                }
```

