```java
package com.sxt.chat04;

import java.io.BufferedReader;
import java.io.DataOutputStream;
import java.io.IOException;
import java.io.InputStreamReader;
import java.net.Socket;

/**
 * 多线程封装发送端
 * @author 江
 *
 */

public class Send implements Runnable {
    private BufferedReader console;
    private Socket client;
    private DataOutputStream dos;
    private boolean isRunning;
    private String name;

    public Send(Socket client,String name) {
            this.name=name;
            this.client=client;
            this.isRunning=true;
            console=new BufferedReader(new InputStreamReader(System.in));
            try {
                    dos=new DataOutputStream(client.getOutputStream());
                    //发送名称
                    send(name);
        } catch (IOException e) {
                    e.printStackTrace();
                    release();
        }
    }
```

```java
@Override
public void run() {
        while(isRunning) {
                String msg=getStrFromConsole();
                if(msg!=null) {
                        send(msg);
                }
        }
}

//获得信息
private String getStrFromConsole() {
        String msg;
        try {
                msg=console.readLine();
                return msg;
    } catch (IOException e) {
                e.printStackTrace();
                return "";
    }

}

//释放资源
private void release() {
        isRunning=false;
        Utils.close(dos,client);
}

//发送消息
private void send(String msg) {
        try {
                dos.writeUTF(msg);
                dos.flush();
```

```java
        } catch (IOException e) {
            e.printStackTrace();
            release();
        }

    }

}
```