**Experiment 7**

**Aim:**

To study the use of Sockets for Clients.

**Objective:**

(a) WAP to get a socket’s information.

(b) WAP to create a daytime protocol client.

**Exercises:**

1. What are the basic operations that a socket can perform?
2. Explain *SocketAddress* class.
3. What are the properties that are accessible through getter methods? What are the methods for accessing these properties?
4. What are the nine different options for client-server sockets that Java supports?