

## CN Assignment 2

## 1. Create Client code:

```
1 import java.io.BufferedReader;
2 import java.io.DataInputStream;
3 import java.io.DataOutputStream;
4 import java.io.FileReader;
5 import java.net.Socket;
6 import java.util.Scanner;
7 //ACHINTYA BHAVARAJU
8 public class client {
9     public static void main(String arg[]) throws Exception {
10         //list the attempt to connect to server
11         System.out.println("Attempting to connect...");
12
13         Socket socket=new Socket("localhost",5000);
14         DataInputStream readInput = new DataInputStream(socket.getInputStream());
15         DataOutputStream writeOutput = new DataOutputStream(socket.getOutputStream());
16         Scanner ip=new Scanner(System.in);
17         //print when the files are being transferred through socket
18         System.out.println("Start transferring");
19
20         String transfer="";
21
22         //read the file occurrence
23         BufferedReader reader;
24         try {
25             reader = new BufferedReader(new FileReader("/home/achintya/Desktop/
26             achi.txt"));
27             String line = reader.readLine();
28             while (line != null) {
29                 transfer=transfer+line+"\n";
30                 line = reader.readLine();
31             }
32             reader.close();
33         } catch (Exception e) {
34             e.printStackTrace();
35         }
36
37         //write to stream output
38         writeOutput.writeUTF(transfer);
39
40         System.out.println("Transfer done!\nClosing connection");
41
42         // close connection
43         socket.close();
44         readInput.close();
45         writeOutput.close();
46         ip.close();
47     }
```

2. Create server code:

```
1 import java.io.DataInputStream;
2 import java.io.DataOutputStream;
3 import java.io.FileWriter;
4 import java.net.ServerSocket;
5 import java.net.Socket;
6 import java.util.Scanner;
7 //ACHINTYA BHAVARAJU
8 public class server {
9     public static void main(String[] args) throws Exception{
10         //create server TCP socket
11         ServerSocket server=new ServerSocket(5000);
12
13         //list client wait time
14         System.out.println("Server started");
15         System.out.println("Waiting for a client ...");
16         //wait for accept
17         Socket socket = server.accept();
18         //declare when client joins server
19         System.out.println("Client has joined sharing ");
20
21         DataInputStream readInput = new DataInputStream(socket.getInputStream());
22         DataOutputStream writeOutput = new DataOutputStream(socket.getOutputStream());
23
24         Scanner ip = new Scanner(System.in);
25
26         //wait to get the stream socket
27         String lines=readInput.readUTF();
28
29         //file written
30         FileWriter myWriter = new FileWriter("/home/achintya/Desktop/achi.txt");
31         myWriter.write(lines);
32         myWriter.close();
33
34         //close server
35         server.close();
36         //close socket
37         socket.close();
38         writeOutput.close();
39         readInput.close();
40         ip.close();
41         //list that it is closed
42     }
43 }
44
```

3. Run the code to initiate connection between both:

```
achintya@achintya-VirtualBox:~/Desktop$ javac server.java
achintya@achintya-VirtualBox:~/Desktop$ javac server.java
achintya@achintya-VirtualBox:~/Desktop$ java server
Server started
Waiting for a client ...
Client has joined sharing
achintya@achintya-VirtualBox:~/Desktop$ javac client.java
achintya@achintya-VirtualBox:~/Desktop$ java client
Attempting to connect...
Start transferring
Transfer done!
Closing connection
```

THUS, during the TCP protocol, a connection between a client and a server will be formed. Once this connection is formed, there can be a transfer of data between the both of them. This is done using the IP address and port information of them both.