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import java.io.*;
import java.net.*;

public class ChatClient {
    public static void main(String[] args) {
        try (Socket socket = new Socket("localhost", 12345);
            PrintWriter out = new PrintWriter(socket.getOutputStream(), true);
            BufferedReader in = new BufferedReader(new
InputStreamReader(socket.getInputStream()));
            BufferedReader userInput = new BufferedReader(new
InputStreamReader(System.in))) {

            System.out.println("Connected to chatroom. Type messages and press
Enter:");

            Thread listener = new Thread(() -> {
                try {
                    String serverMessage;
                    while ((serverMessage = in.readLine()) != null) {
                        System.out.println("\n[Chat] " + serverMessage);
                    }
                } catch (IOException e) {
                    System.out.println("Connection closed.");
                }
            });

            listener.start();

            String userMessage;
            while ((userMessage = userInput.readLine()) != null) {
                out.println(userMessage);
            }
        } catch (IOException e) {
            e.printStackTrace();
        }
    }
}

```