import java.io.BufferedReader;

import java.io.DataInputStream;

import java.io.DataOutputStream;

import java.io.InputStreamReader;

import java.net.ServerSocket;

import java.net.Socket;

public class servidor {

public static void main(String[] args) {

try{

ServerSocket ss=new ServerSocket(6666); // aca creo el socket en el puerto 6666

Socket s=ss.accept();//establishes connection // aca hace el accept

DataInputStream din=new DataInputStream(s.getInputStream()); // crea un stream de entrada y uno de salida

DataOutputStream dout=new DataOutputStream(s.getOutputStream());

BufferedReader br=new BufferedReader(new InputStreamReader(System.in));

String str="",str2="";

while(!str.equals("stop")){

str=din.readUTF(); // aca lee del socket

System.out.println("Client: "+str);

str2=br.readLine(); // aca lee de teclado

dout.writeUTF(str2); //manda el dato para el cliente

dout.flush(); // siempre se flushea el buffer

}

din.close();

s.close();

ss.close();

}catch(Exception e){System.out.println(e);}

}

}