There are two parts is Chatting application,

1. Server Side and 2.Client Side

**Server Side**

**Importing packages**

Before declaring a class eg. SimpleServer we need to import some of the packages for example,

import java.io.\*; It is used for input/output operations.

import java.net.\*; It is used for networking functionalities.

**Class Declaraton**

Public class SmpleServer{}

**Declaring main function**

Public static void main(String args[]) throwsIOException{}

try (ServerSocket server = new ServerSocket(5000)) {}

Creating a ServerSocket that listens on port 5000

ServerSocket server = new ServerSocket() what is does?? it it creates an object of ServerSocket.

try(Soocket socket =new server.accept()

It is like a blockage which blocks until the action is performed i.e until and unless the clients gets connected

Once a client establishes a connection, a object is returned, representing the communication link between the server and the client. DataInputStream is created, which wraps the input stream retrieved from the socket (socket.getInputStream()). This allows the server to read incoming messages in UTF-8 format.

Continious read messages from the client using in.readUTF().

Displaying of message: System.out.println("Client: " + message).

It continues until the client sends the termination message "Over", signaling the end of communication.