Exp 10 Socket in java

1. Establish connection between client and server

//server

import java.io.\*;

import java.net.\*;

public class SocketRunner {

public static void main(String[] args) {

// TODO Auto-generated method stub

try {

ServerSocket ss = new ServerSocket(6667);

Socket s = ss.accept();

DataInputStream dis = new DataInputStream(s.getInputStream());

String str = (String)dis.readUTF();

System.out.println("message" + str);

s.close();

ss.close();

}catch(Exception e) {

e.printStackTrace();

}

}

}

//client

import java.io.\*;

import java.net.\*;

public class ClientSocket {

public static void main(String[] args) {

// TODO Auto-generated method stub

try {

Socket s = new Socket("localhost", 6667);

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

dout.writeUTF("Hello server with port 657");

dout.flush();

dout.close();

s.close();

}catch(IOException e) {

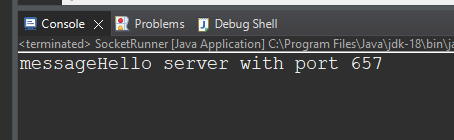
e.printStackTrace();

}

}

}

//server output



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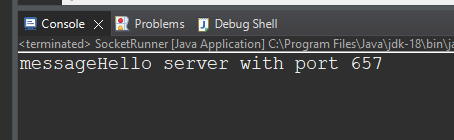
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