```
1 package exe3;
 2
 3
 4 import java.io.IOException;
 5 import java.io.InputStream;
 6 import java.io.ObjectInputStream;
 7 import java.io.PrintWriter;
8 import java.net.Socket;
9 import java.util.logging.Level;
10 import java.util.logging.Logger;
11
12
13 public class ClientProcess extends Thread {
14
15
16
       Socket s ;
17
       int n;
18
       public ClientProcess(Socket s,int n){
19
           super();
20
           this.s = s;
21
           this.n = n;
22
       }
23
24
25
       @Override
26
       public void run(){
27
           System.out.println("Bonjour ke client numero "+n+": ");
28
           try{
29
                    System.out.println("j'attend une operation de de client");
30
                    InputStream is = s.getInputStream();
                    ObjectInputStream ois = new ObjectInputStream(is);
31
32
                   System.out.println("l'objet a eté envoyer !");
33
34
35
36
                  Operateur op = (Operateur) ois.readObject();
37
               Double x = op.getx();
38
39
               Double y = op.gety();
40
               String operation = op.getop();
41
42
43
               double res = 0.0;
44
                 if(null == operation){
45
                      System.out.println("il ya un probleme au niveau de le
   operateur ");
46
                 }else switch (operation) {
47
                      case "+":
48
                          res = x+y;
49
                          break;
                      case "-":
50
51
                          res = x-y;
52
                          break;
53
                      case "*":
54
                          res = x*y;
55
                          break;
56
                      case "/":
57
                          res = x/y;
58
                          break:
```

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