Network Programming

Running the client serve application

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1. create 2 files

    ▼ Client.java

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

    public class Client {
        public static void main(String[] args) {
            try {
                Socket skt = new Socket("localhost", 1234);
                BufferedReader in = new BufferedReader(
                    new InputStreamReader(skt.getInputStream())
                );

                System.out.print("Received string: '");
                String receivedData = in.readLine();
                System.out.println(receivedData + "'");

                in.close();
                skt.close();

            } catch(Exception e) {
                System.out.println("Error: " + e.getMessage());
            }
        }
    }
    ```

    ▼ server.java

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

public class server {
    public static void main(String args[]) {
        String data = "Toobie ornaught toobie";

        try {
            ServerSocket srvr = new ServerSocket(1234);
            System.out.println("Server started, waiting for connections...");

            Socket skt = srvr.accept();
            System.out.println("Server has connected!");

            PrintWriter out = new PrintWriter(skt.getOutputStream(), true);
            System.out.println("Sending string: '" + data + "'");
            out.println(data);

            out.close();
            skt.close();
            srvr.close();

        } catch(Exception e) {
            System.out.println("Error: " + e.getMessage());
        }
    }
}
```
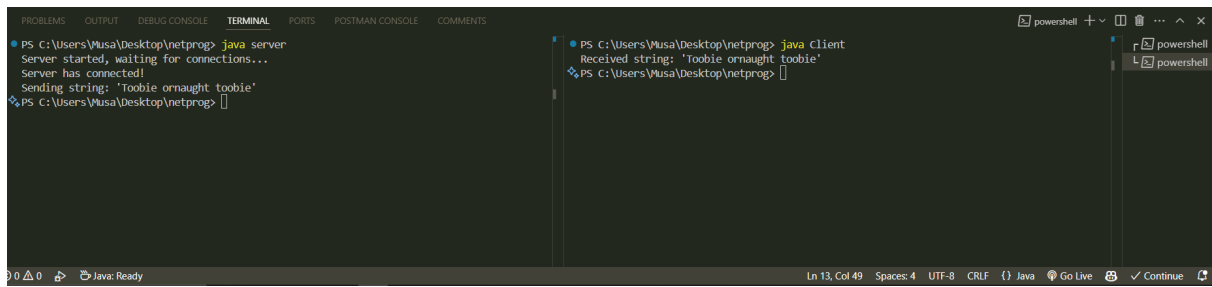
2. compile the file by running separately

```
javac Client.java
javac Server.java
```

3. on one terminal run java sever and on another terminal run java Client

4. The above is our expected output when we run our files.
   we get the string
   'Toobie ornaught toobie'