

Prgm 10 datagram socket

Server Side Program

```
import java.io.*;
import java.net.*;
public class MyServer {
    public static void main(String[] args) {
        try {
            ServerSocket ss=new ServerSocket(6666);
            Socket s=ss.accept();
            DataInputStream dis=new DataInputStream(s.getInputStream());
            String str=(String)dis.readUTF();
            System.out.println("message= "+str); ss.close();
        }
        catch(Exception e)
        {
            System.out.println(e);
        }
    }
}
```

Client Side Program

```
import java.io.*;
import java.net.*;
public class MyClient { public static void main(String[] args) {
    try {
        Socket s=new Socket("localhost",6666);
        DataOutputStream dout=new DataOutputStream(s.getOutputStream());
        dout.writeUTF("Hello Server");
        dout.flush(); dout.close();
        s.close();
    }
    catch(Exception e) {
        System.out.println(e);
    }
}
```