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import java.io.BufferedReader;
import java.io.InputStreamReader;
import java.io.OutputStreamWriter;
import java.io.PrintWriter;
import java.net.ServerSocket;
import java.net.Socket;

public class ServerChat
{
    public static Socket s[]=new Socket[10];
    public static String user[]=new String[10];
    public static int total;

    public static void main(String args[])
    {
        int i=0;
        try
        {
            ServerSocket ss=new ServerSocket(118);
            System.out.println("Servwer is ready to connect and chat with the clients...!");

            while(true)
            {
                s[i]=ss.accept();
                BufferedReader br=new BufferedReader(new
InputStreamReader(s[i].getInputStream()));
                String msg=br.readLine();
                user[i]=msg;
                System.out.println(msg+" Connected");

                try
                {
                    RequestHandler req=new RequestHandler(s[i],i);
                    total =i;
                    i++;
                    Thread t=new Thread(req);
                    t.start();
                }
                catch(Exception e)
                {
                    System.out.println("Error");
                }
            }
        }
        catch(Exception e)
        {
            System.out.println("Error");
        }
    }
}

//end of main()
//end of ServerChat class

class RequestHandler implements Runnable
{
    public int n;
    public Socket s;
    public RequestHandler(Socket soc,int i)

```



