```
import java.io.BufferedReader;
import java.io.InputStreamReader;
import java.io.OutputStreamWriter;
import java.io.PrintWriter;
import java.net.Socket;
public class ClientChat
    public static void main(String a[])
         BufferedReader in;
         PrintWriter pw;
         try
           Socket s = new Socket("localhost",118);
           System.out.println("Enter name");
           in = new BufferedReader(new InputStreamReader(System.in));
           String msg = in.readLine();
           pw = new PrintWriter(new OutputStreamWriter(s.getOutputStream()));
           pw.println(msg+"\n");
           pw.flush();
           while(true)
             ReadData rd = new ReadData(s);
             Thread t = new Thread(rd);
             t.start();
             msg = in.readLine();
             if(msg.equals("quit"))
             {
                  System.exit(0);
             pw.println(msg);
             pw.flush();
         }//end of try
         catch(Exception e)
             System.out.println(e);
    }//end of main()
}//end of ClientChat
class ReadData implements Runnable
    public Socket s;
    public ReadData(Socket s)
        this.s = s;
    public void run()
             BufferedReader br;
             try
                  while(true)
                  {
```