```
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;
                      j++;
                      Thread t=new Thread(reg);
                      t.start();
                  catch(Exception e)
                      System.out.println("Error");
             }//end of while
         }//end of try
         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)
```



```
{
         s=soc;
         n=i;
    public void run()
         String msg="";
         BufferedReader br,br1;
         PrintWriter pw1;
         try
         {
             while(true)
             {
                  br1=new BufferedReader(new InputStreamReader(s.getInputStream()));
                  if((br1.readLine()).equals("quit"))
                      System.exit(0);
                  br=new BufferedReader(new InputStreamReader(s.getInputStream()));
                  msg=br.readLine();
                  if(msg.equals("quit"))
                      ServerChat.total--;
                  else
                      System.out.println(ServerChat.user[n]+"-->"+msg);
                  if(ServerChat.total == -1)
                       System.out.println("Server disconnected...!\n");
                      System.exit(0);
                  }
                  for(int k=0;k<ServerChat.total;k++)</pre>
                      if(!ServerChat.user[k].equals(ServerChat.user[n])&&
(!msg.equals("quit")))
                           pw1=new
                                                                              PrintWriter(new
OutputStreamWriter(ServerChat.s[k].getOutputStream()));
                           pw1.println(ServerChat.user[n]+":"+msg+"\n");
                           pw1.flush();
                      }
             }//end of while
         }//end of try
         catch(Exception e)
         {
             System.out.println("Error");
    }//end of run()
}//end of class RequestHandler
```