OBJECT-8

Implementation of TCP/IP ECHO

tcpEchoServer.java

```java
import java.net.*;
import java.io.*;
public class tcpEchoServer{
    public static void main(String args[]) throws
IOException
    {
        ServerSocket sock=null;
        BufferedReader fromClient=null;
        OutputStreamWriter toClient=null;
        Socket client=null;
        try{
            sock=new ServerSocket(4000);
            System.out.println("Server is ready");
            client=sock.accept();
            System.out.println("Client Connected");

            fromClient=new BufferedReader(new
InputStreamReader(client.getInputStream()));

            toClient=new
OutputStreamWriter(client.getOutputStream());

            String line;
            while(true)
            {
                line= fromClient.readLine();
                if((line==null)|| line.equals("bye"))
                    break;
                System.out.println("Client["+line+"]");
                toClient.write("Server["+line+"]\n");
                toClient.flush();
```

```
            }
            fromClient.close();
            toClient.close();
            client.close();
            sock.close();
            System.out.println("Client DisConnected");
        }
        catch(IOException ioe){
            System.err.println(ioe);
        }
    }
}
```

Administrator: Command Prompt - java tcpEchoServer

```
F:\Computer Network\lab6>javac tcpEchoServer.java

F:\Computer Network\lab6>java tcpEchoServer
Server is ready
```