OBJECT-7

Implementation of Client-Server Communication using TCP.

server.java

```java
import java.io.*;
import java.net.*;
class server{
    public static void main(String args[]){
        String data ="Network Lab";
        try{
            ServerSocket srvr=new ServerSocket(1234);
            Socket skt= srvr.accept();
            System.out.println("Server has
connected!!!\n");
            PrintWriter out=new
PrintWriter(skt.getOutputStream(), true);
            System.out.print("Sending String:
"+data+"\n");
            out.print(data);
            out.close();
            skt.close();
            srvr.close();
        }
        catch(Exception e){
            System.out.println("It didn't work");
        }
    }
}
```

client.java

```java
import java.io.*;
import java.net.*;
class client{
    public static void main(String args[]){
        try{
```

```java
        Socket skt= new Socket("localhost",1234);
        BufferedReader in=new BufferedReader(new
InputStreamReader(skt.getInputStream()));
        System.out.println("Received string: ");
        while(!in.ready()){}
        System.out.println(in.readLine());
        System.out.println("\n");
        in.close();
    }
    catch(Exception e){
        System.out.print("Error");
    }
  }
}
```

```
Administrator: Command Prompt                    —   □   ×

F:\Computer Network\lab5>java server
Server has connected!!!

Sending String: Network Lab

F:\Computer Network\lab5>
```

```
Select Administrator: Command Prompt

F:\Computer Network\lab5>java client
Received string:
Network Lab


F:\Computer Network\lab5>
```