

**TP3**  
**Communication client serveur en utilisant les**  
**Sockets**

# Communication client serveur en utilisant les Sockets

## Client

```
Socket s=new Socket("192.168.1.23",1234)
```

```
InputStream is=s.getInputStream();  
OutputStream os=s.getOutputStream();  
os.write(23);  
int rep=is.read();  
System.out.println(rep);
```

## Serveur

```
ServerSocket ss=new ServerSocket(1234);
```

```
InputStream is=s.getInputStream();  
OutputStream os=s.getOutputStream();  
int nb=is.read();  
int rep=nb*2;  
os.write(rep);
```





