



# **Experiment-8**

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Branch: AIML Section/Group: 21-AML9/A

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Subject Name: Programming in Java Subject Code: 21CSH-244

**1. Experiment Title/Problem Statement:** Write a program to create client/server socket to establish connection in bi-directional.

**2. Description**: Socket and ServerSocket classes are used for connection-oriented socket programming and DatagramSocket and DatagramPacket classes are used for connectionless socket programming.

The client in socket programming must know two information: IP

- Address of Server
- Port number.

### 3. Steps:

#### **START**

**Step 1** → Editor (Source code)

**Step 2** → Java Compiler [javac.xxx.java] (Java Bytecode)

**Step 3**  $\rightarrow$  Java xxx

Step  $4 \rightarrow Output$ 

### **STOP**

- 4. Code:
  - Server Code:







```
MyServer.java X
                  J MyClient.java
MyServer.java
      import java.io.*;
      import java.net.*;
      public class MyServer {
          public static void main(String[] args){
              try{
                  ServerSocket ss=new ServerSocket(6666);
                  Socket s=ss.accept();//establishes connection
                  DataInputStream dis=new DataInputStream(s.getInputStream());
                  String str=(String)dis.readUTF();
                  System.out.println("message= "+str);
                  ss.close();
              catch(Exception e){System.out.println(e);}
15
```

Client Code:

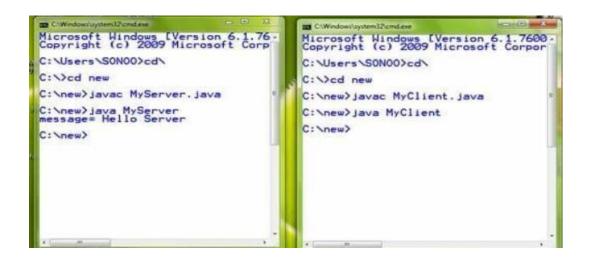
```
J MyClientjava
J MyClientjava
import java.io.*;
import java.net.*;
public class MyClient {
    public static void main(String[] args) {
        try{
            Socket s=new Socket("localhost",6666);
            DataOutputStream dout=new DataOutputStream(s.getOutputStream());
            dout.writeUTF("Hello Server");
            dout.flush();
            dout.close();
            s.close();
        }
        catch(Exception e){System.out.println(e);}
}
```

**5. Result/Output/Writing Summary:** 









### 6. Learning outcomes (What I have learnt):

- a. Learn about Server and Client.
- b. Learn about connecting Sever and client to socket.
- c. Learn about arrays and exception handling in java.

## 7. Evaluation Grid (To be created as per the SOP and Assessment guidelines by the faculty):

Sr. No.	Parameters	Marks Obtained	Maximum Marks
1.			
2.			
3.			

