```
Server.java
         public static String reverseString(String str){
         char ch[]=str.toCharArray();
         String rev="";
         for(int i=ch.length-1;i>=0;i--){
             rev+=ch[i];
         return rev;
         public static void main(String args[])throws Exception{
         ServerSocket ss=new ServerSocket(3333);
         Socket s=ss.accept();
         DataInputStream din=new DataInputStream(s.getInputStream());
         DataOutputStream dout=new DataOutputStream(s.getOutputStream());
         BufferedReader br=new BufferedReader(new InputStreamReader(System.in));
         String str="";
         str=din.readUTF();
         String output = reverseString(str);
         dout.writeUTF(output);
         dout.flush();
         din.close();
         s.close();
         ss.close();
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         }}
```

```
Client.java
     import java.net.*;
     import java.io.*;
     class Client{
     public static void main(String args[])throws Exception{
     Socket s=new Socket("localhost",3333);
     DataInputStream din=new DataInputStream(s.getInputStream());
     DataOutputStream dout=new DataOutputStream(s.getOutputStream());
     BufferedReader br=new BufferedReader(new InputStreamReader(System.in));
     String str="",str2="";
     while(!str.equals("stop")){
     str=br.readLine();
     dout.writeUTF(str);
     dout.flush();
     str2=din.readUTF();
     System.out.println("Server says: "+str2);
     dout.close();
     s.close();
     }}
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```

Output:

