Assignment : 3

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CHAT APPLICATION IN JAVA :

Server Program :

```java
import java.io.*;
import java.net.*;

class serversame{
    public static void main(String[] args){
        try{
            ServerSocket ss = new ServerSocket(1201);
            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 msgin = "",msgout = "";

            while(!msgin.equals("End")){
                msgin = din.readUTF();
                System.out.println("Client says : "+msgin);
                msgout = br.readLine();
                dout.writeUTF(msgout);
                dout.flush();
            }
            s.close();

        }catch(Exception e){
```
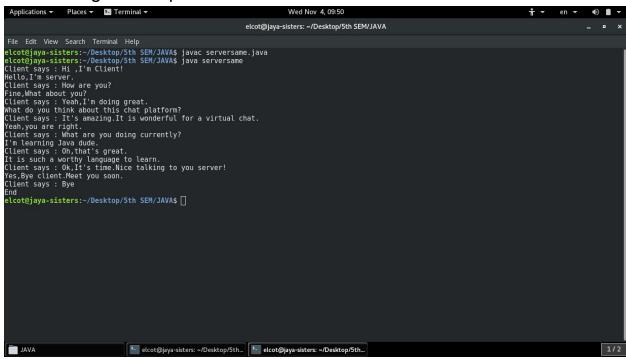
```
                //handle exceptions
            }
        }
}
```

Client Program :

```java
import java.io.*;
import java.net.*;

class clientsame{
    public static void main(String[] args){
        try{
            Socket s = new Socket("localhost",1201);
            DataInputStream din = new
DataInputStream(s.getInputStream());
            DataOutputStream dout = new
DataOutputStream(s.getOutputStream());

            BufferedReader br = new BufferedReader(new
InputStreamReader(System.in));

            String msgin = "",msgout = "";

            while(!msgin.equals("End")){
                msgout = br.readLine();
                dout.writeUTF(msgout);
                msgin = din.readUTF();
                System.out.println("Server says : "+msgin);
            }

        }catch(Exception e){
            //handle exceptions
        }
    }
}
```
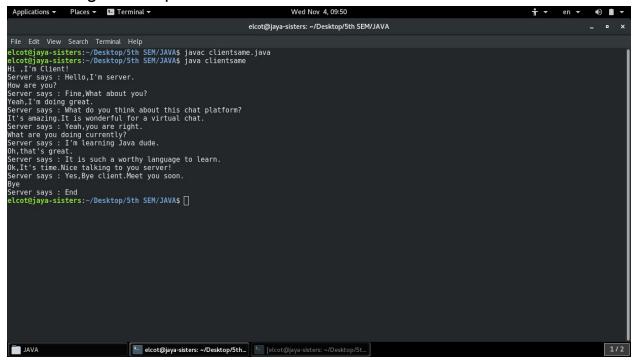
Output :

❖ First run the server program and then the client.
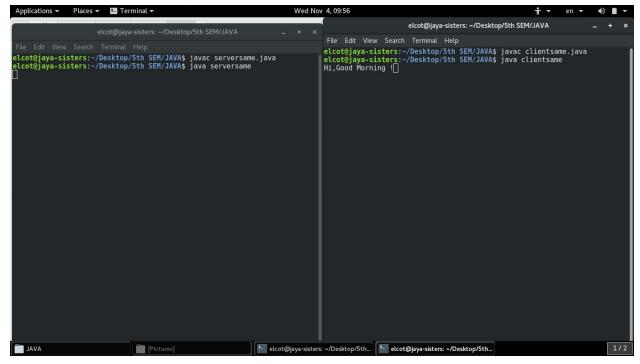
The output will be like this,
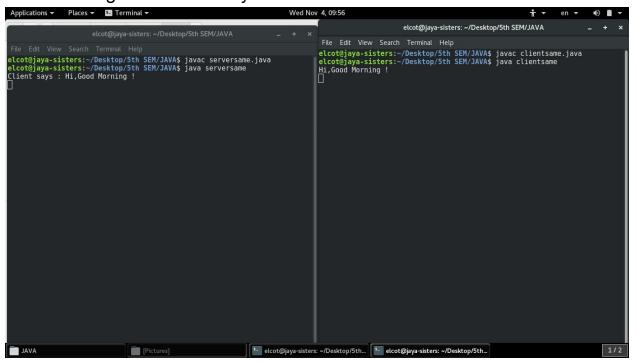
Server Program Output Window :

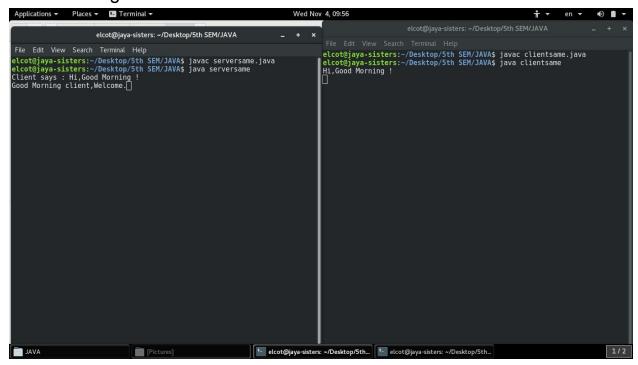Client Program Output Window :

❖ Here both the server and client programs are compiled.Then client
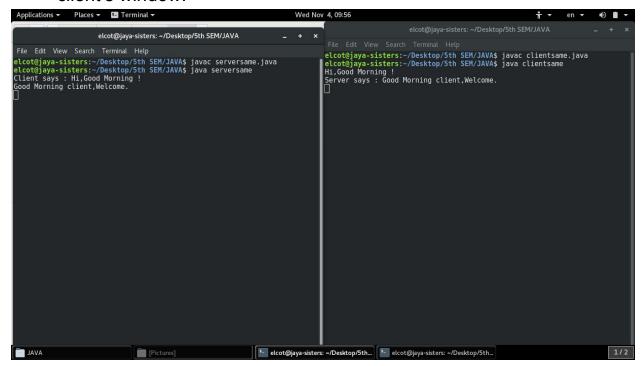   sends a message to the server.

❖ When the enter button is pressed after typing the message,the
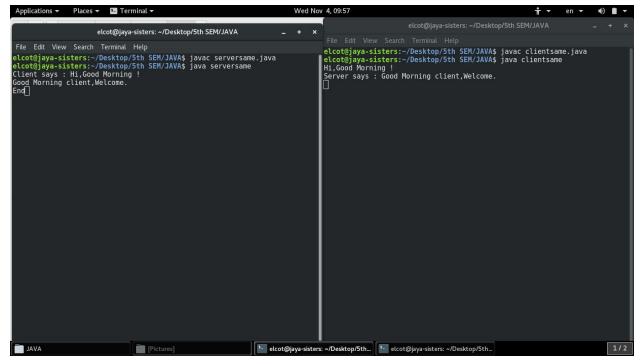   message is immediately delivered to the server.

❖ When the server wants to reply to the client,it can also send the message.

❖ On clicking the enter button,the server's message is delivered to the client's window.

❖ Here the server wants to end the conversation.So it types the message "End".

❖ And so the conversation is ended.The client can also end the conversation by sending the message, "End".