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**SECTION – C**

**1.Write a java program for Client Server communication using UDP Datagram Socket Programming.**

**Ans:**

**Client side :**

package com.company;  
  
import java.net.\* ;  
import java.io.\* ;  
  
public class client{  
  
 public static void main(String[] args) throws IOException  
 {  
 Socket s = new Socket("localhost", 56789);  
  
 PrintWriter pr = new PrintWriter(s.getOutputStream());  
 pr.println("is it working");  
 pr.println(" UDP is created by Yogesh");  
  
 pr.flush();  
  
 InputStreamReader in = new InputStreamReader(s.getInputStream());  
 BufferedReader bf = new BufferedReader(in);  
  
 String str = bf.readLine();  
 System.*out*.println("server : "+ str);  
 }  
}

**Server side :**

package com.company;  
import java.net.\* ;  
  
import java.io.\*;  
  
public class server{  
  
 public static void main(String[] args) throws IOException  
 {  
 ServerSocket ss = new ServerSocket(56789);  
  
 Socket s= ss.accept();  
  
 System.*out*.println("client connected");  
  
 InputStreamReader in = new InputStreamReader(s.getInputStream());  
 BufferedReader bf = new BufferedReader(in);  
 String str = bf.readLine();  
 System.*out*.println("client : "+ str);  
 PrintWriter pr = new PrintWriter (s.getOutputStream());  
  
 pr.println("yes");  
 pr. flush();  
 }  
}

**OUTPUT :**

**Graphical user interface, text, application

Description automatically generatedGraphical user interface, application

Description automatically generated**

1. **Write a program to demonstrate status of key on Applet window such as KeyPressed, Key Released, KeyUp, KeyDown.**

**Ans:**

import java.awt.\*;  
import java.applet.\*;  
import java.awt.event.\*;  
public class KeyEventDemo extends Applet implements KeyListener  
{  
 String msg = "";  
  
 public void init()  
 {  
 addKeyListener(this);  
 }  
  
 public void keyReleased(KeyEvent k)  
 {  
 showStatus("Key Released");  
 repaint();  
 }  
  
 public void keyTyped(KeyEvent k)  
 {  
 showStatus("Key Typed");  
 repaint();  
 }  
  
 public void keyUp(KeyEvent k)  
 {  
 showStatus("Key UP");  
 repaint();  
 }  
 public void keyDown(KeyEvent k)  
 {  
 showStatus("Key Down");  
 repaint();  
 }  
 public void keyPressed(KeyEvent k)  
 {  
 showStatus("Key Pressed");  
 repaint();  
 }  
  
 public void paint(Graphics g)  
 {  
 g.drawString(msg, 10, 10);  
 }  
}

**OUTPUT :**

**Graphical user interface, text, application

Description automatically generated**

**Graphical user interface, application

Description automatically generated**

**Graphical user interface, application

Description automatically generated**

1. **Write a java program to create a file with your name, save it in the desktop, write some data on the file and then read and print that data into the console.**

**Ans:**

import java.util.\*;  
import java.io.\*;  
class file  
{  
 public static void main(String[] args)throws IOException  
 {  
 int j=1;  
 char ch;  
 Scanner scr=new Scanner(System.*in*);  
 System.*out*.print("\nEnter File name: ");  
 String str=scr.next();  
 FileInputStream f=new FileInputStream(str);  
 System.*out*.println("\nContents of the file are");  
 int n=f.available();  
 System.*out*.print(j+": ");  
 for(int i=0;i<n;i++)  
 {  
 ch=(char)f.read();  
 System.*out*.print(ch);  
 if(ch=='\n')  
 {  
 System.*out*.print(++j+": ");  
  
 }  
  
 }  
 }  
}

**OUTPUT :**

Graphical user interface, text, application

Description automatically generated