

## TCP

### Client

```

socket = new Socket(hostName, port)
entered = new BufferedReader(
    new InputStreamReader(
        System.in))
out = ...
in = ...
while ((str = entered.readLine())
    != null) {
    out.write(str);
    out.newLine();
    out.flush();

    Sent(in.readLine());
}
    
```

### Server

```

sS = ServerSocket(port)
// sS = ServerSocket(port, 50, InetAddress)
client = sS.accept()
in = new BufferedReader(
    new InputStreamReader(
        client.getInputStream()));
out = new BufferedWriter(
    new OutputStreamWriter(
        client.getOutputStream()));
while ((str = in.readLine()) != null) {
    out.write(str);
    out.newLine();
    out.flush();
}
    
```

## UDP

### Client

```

dS = DatagramSocket();
byteArr = "MyStr".getBytes();
packet = new DatagramPacket(
    byteArr, byteArr.length,
    InetAddress.getLocalHost(), port)
dS.send(packet)

byteArr = new byte[1024];
packet = new DatagramPacket(
    byteArr, byteArr.length)
dS.receive(packet)

str = new String(packet.getData())
Sent(str)
    
```

### Server

```

dS = DatagramSocket(port);
byteArr = new byte[1024];
packet = new DatagramPacket(
    byteArr, byteArr.length)
dS.receive(packet);
str = new String(packet.getData())
Sent(str)

byteArr = str.getBytes();
sentPacket = new DatagramPacket(
    byteArr, byteArr.length,
    packet.getAddress(), packet.getPort())
dS.send(sentPacket);
    
```