

# Web Technologies Lab

**Lab 07****Marks 100****Instructions**

Work on this lab individually.

You are **NOT** allowed to use the internet, or mobile phone.

You are **NOT** allowed to borrow anything from your peer student.

**What you have to do**

Program the following tasks. The name of your files will be according to the task given in this lab.

**Task 1****[100]**

You're building a simple **console-based chat messenger** using **socket programming** in Java. The system should include two parts:

1. A **Server** that waits for incoming connections
2. A **Client** that connects to the server and sends/receives messages

**Requirements:**

1. Server Side (**ChatServer.java**):
  - Listens on a specific port (e.g., 1234) using **ServerSocket**
  - Accepts a client connection using **Socket**
  - Receives messages from the client and displays them
  - Sends messages back to the client using output streams
  - Runs in a loop until "exit" is received from the client
2. Client Side (**ChatClient.java**):
  - Connects to the server using **Socket** and the same port
  - Sends messages to the server
  - Receives messages from the server and displays them
  - Runs in a loop until the user types "exit"
3. Common Requirements:
  - Use **BufferedReader** and **PrintWriter** or **DataInputStream/DataOutputStream** for communication
  - Use try-catch to handle exceptions like **IOException**

😊😊😊 **BEST OF LUCK** 😊😊😊