**Socket I/O**

**Summary:** Sockets are essentially tunnels created between a client and a server (though they could be between any two applications, not necessarily a client and server). They are wrapped around a specific port which is then used to transmit data from one end to the other.

**Code from Internet:** I got this sample code from Bro. Barney’s GitHub. It shows a very simple socket being established between a client and a server. The first is the client side: <https://github.com/yenrab/real_life_java/blob/master/SimpleSocketExample.java>

And the second is the server side: <https://github.com/yenrab/real_life_java/blob/master/SimpleServer.java>

**My Sample Code:** This is a very simple example of how sockets work. This code will establish a connection between the client and the server, at which point the client (Client.java) will send a name to the server as a string. When the server (Server.java) receives the string, it will then return that name in a friendly greeting message back to the client. The code can be found here: <https://github.com/Lundberg-Jonathan/SocketIO/tree/master/src/socketio>

**Sharing Video:** <https://www.youtube.com/watch?v=9_MUG3BxaQg>