Server:

import java.io.\*;

import java.net.\*;

public class mserver {

public static void main(String[] args) {

try (ServerSocket serverSocket = new ServerSocket(12345)) {

System.out.println("Server is running and waiting for clients...");

while (true) {

Socket clientSocket = serverSocket.accept();

System.out.println("Client connected from: " + clientSocket.getInetAddress());

new Thread(() -> handle(clientSocket)).start();

}

} catch (IOException e) {

e.printStackTrace();

}

}

private static void handle(Socket clientSocket) {

try (

PrintWriter out = new PrintWriter(clientSocket.getOutputStream(), true);

BufferedReader in = new BufferedReader(new InputStreamReader(clientSocket.getInputStream()))

) {

out.println(new java.util.Date().toString());

} catch (IOException e) {

e.printStackTrace();

}

}

}

Client:

import java.io.\*;

import java.net.\*;

public class mclient {

public static void main(String[] args) {

try {

Socket socket = new Socket("localhost", 12345);

BufferedReader in = new BufferedReader(new InputStreamReader(socket.getInputStream()));

String response = in.readLine();

System.out.println("Server's Date and Time: " + response);

in.close();

socket.close();

} catch (IOException e) {

e.printStackTrace();

}

}

}