```java
1  package javapractice;
2
3  import java.io.*;
6
7  public class ChatClient {
8      public static void main(String[] args) {
9          try {
10             // Connect to the server at localhost (127.0.0.1)
11             Socket socket = new Socket("localhost", 12345);
12             System.out.println("Connected to the server.");
13
14             // Create input and output streams for
15             BufferedReader in = new BufferedReader(new
16             PrintWriter out = new PrintWriter
17
18             // Create scanner for user input
19             Scanner scanner = new Scanner(System.in);
20
21             String message;
22             // Continuously listen for user input and send to
23             while (true) {
24                 // Read user input
25                 System.out.print("You: ");
26                 message = scanner.nextLine();
27
28                 // Send message to server
29                 out.println(message);
30
31                 // If user types "exit", close connection
32                 if (message.equalsIgnoreCase("exit")) {
33                     break;
34                 }
35
36                 // Read and print server's response
37                 String serverResponse = in.readLine();
38                 System.out.println(serverResponse);
39             }
40
```

```java
            // Close connections
            scanner.close();
            in.close();
            out.close();
            socket.close();
        } catch (IOException e) {
            System.out.println("Error: " + e.getMessage());
        }
    }
}
```