```java
1 package javapractice;
2 import java.io.*;
3
4
5 public class ChatServer {
6     public static void main(String[] args) {
7         try {
8             // Create server socket and bind to port 12345
9             ServerSocket serverSocket = new ServerSocket
10            System.out.println("Server started. Waiting for
11
12            // Accept client connection
13            Socket socket = serverSocket.accept();
14            System.out.println("Client connected!");
15
16            // Create input and output streams for
17            BufferedReader in = new BufferedReader(new
18            PrintWriter out = new PrintWriter
19
20            String message;
21            // Continuously listen for messages from the
22            while ((message = in.readLine()) != null) {
23                System.out.println("Client: " + message);
24
25                // Send response to client
26                out.println("Server: " + message);
27            }
28
29            // Close connections
30            in.close();
31            out.close();
32            socket.close();
33            serverSocket.close();
34        } catch (IOException e) {
35            System.out.println("Error: " + e.getMessage());
36        }
37    }
38 }
39
```