# SASTRA DEEMED TO BE UNIVERSITY THANJAVUR

Course Code: CSE303

Course Name: Computer Networks Laboratory (CNL)

#### **CNL Manual**

Experiment Number: 1

Experiment Name: Development of a chat application based on socket

programming

Tools: Java Programming

Interface: Graphical User Interface (GUI) using (Java Swing/AWT)

Important Classes connection-oriented socket programming:

1. **Socket** class — to communicate client and server

2. **ServerSocket** class -- to listen clients

#### Socket class

Object of the Socket class provides features to communicate between client and server.

## Important methods

Method	Description
1) public InputStream getInputStream()	returns the InputStream attached
	with this socket.
2) public OutputStream getOutputStream()	returns the OutputStream
	attached with this socket.
3) public synchronized void close()	closes this socket

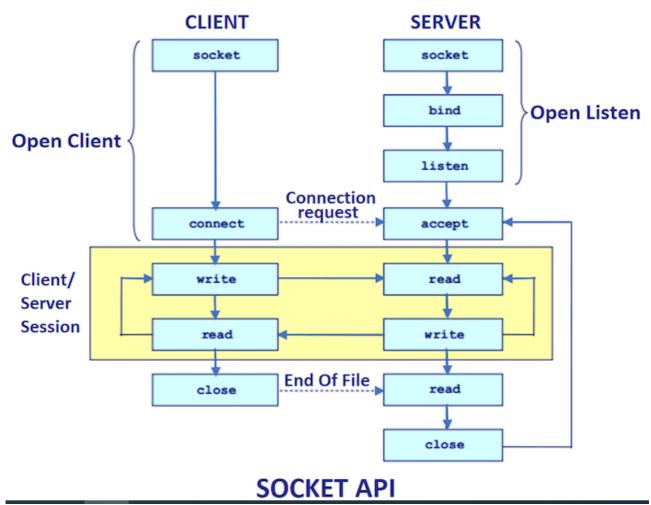
#### ServerSocket class

Object of the ServerSocket to establish communication with the clients.

Important methods
-------------------

Method	Description
1) public Socket accept()	returns the socket and establish a
	connection between server and client.

2) public synchronized void close() closes the server socket.



(https://www.javatpoint.com/socket-programming)

# **Creating Server:**

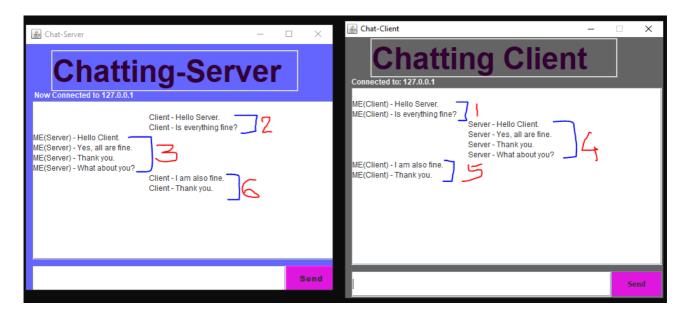
ServerSocket ss=new ServerSocket(4567); // 4567 - user defined port number
Socket s=ss.accept(); //establishes connection and waits for the client

## **Creating Client:**

We need to pass the **IP address or hostname** of the **Server** and a **port number**. For the same system, we can either use "localhost" or 127.0.0.1.

Socket s=new Socket("localhost",4567);

### **Expected Sample Output**



Use the Java Swing to create GUI with desired components.

Some important componants are like

- 1. Use JFrame class to create a GUI.
- 2. JTextfield ---- for text entry
- 3. JTextarea ---- text area for display texts
- 4. JButton ---- button to do some action
- 5. JPanel ---- to attach other GUI components