

Date: 09/07/2025

### Lab Practical #06:

Study Client-Server Socket programming - TCP & UDP

### Practical Assignment #06:

1. Write a C/Java code for TCP Server-Client Socket Programming.
2. Write a C/Java code for UDP Server-Client Socket Programming.

#### 1. For TCP Server-Client:

##### TCP Server Program:

```
1 package TCP;
2 import java.io.*;
3 import java.net.*;
4 public class Server {
5     private Socket s = null;
6     private ServerSocket ss = null;
7     private DataInputStream in = null;
8     public Server(int port) {
9         try {
10             ss = new ServerSocket(port);
11             System.out.println("Server started");
12             System.out.println("Waiting for a client ...");
13             s = ss.accept();
14             System.out.println("Client accepted");
15             in = new DataInputStream(
16                 new BufferedInputStream(s.getInputStream()));
17             String m = "";
18             while (!m.equals("Over")) {
19                 try {
20                     m = in.readUTF();
21                     System.out.println(m);
22                 } catch (IOException i) {
23                     System.out.println(i);
24                 }
25             }
26             System.out.println("Closing connection");
27             s.close();
28             in.close();
29         } catch (IOException i) {
30             System.out.println(i);
31         }
32     }
}
```

**TCP Client Program:**

```
1 package TCP;
2 import java.io.*;
3 import java.net.*;
4 public class Client {
5     private Socket s = null;
6     private DataInputStream in = null;
7     private DataOutputStream out = null;
8
9     public Client(String addr, int port){
10         try {
11             s = new Socket(addr, port);
12             System.out.println("Connected");
13
14             // Takes input from terminal
15             in = new DataInputStream(System.in);
16
17             // Sends output to the socket
18             out = new DataOutputStream(s.getOutputStream());
19         }
20         catch (UnknownHostException u) {
21             System.out.println(u);
22             return;
23         }
24         catch (IOException i) {
25             System.out.println(i);
26             return;
27         }
28         String m = "";
29         while (!m.equals("Over")) {
30             try {
31                 m = in.readLine();
32                 out.writeUTF(m);
33             }
34             catch (IOException i) {
35                 System.out.println(i);
36             }
37         }
38         try {
39             in.close();
40             out.close();
41             s.close();
42         }
43         catch (IOException i) {
44             System.out.println(i);
45         }
46     }
}
```

## **2. For UDP Server-Client:**

### **UDP Server Program:**

```
1  import java.io.IOException;
2  import java.net.DatagramPacket;
3  import java.net.DatagramSocket;
4  public class udpBaseServer_2{
5      public static void main(String[] args) throws IOException{
6          DatagramSocket ds = new DatagramSocket(1234);
7          byte[] receive = new byte[65535];
8          DatagramPacket DpReceive = null;
9          while (true){
10             DpReceive = new DatagramPacket(receive, receive.length);
11             ds.receive(DpReceive);
12             System.out.println("Client:-" + data(receive));
13             if (data(receive).toString().equals("bye")){
14                 System.out.println("Client sent bye.....EXITING");
15                 break;
16             }
17             receive = new byte[65535];
18         }
19     }
20     public static StringBuilder data(byte[] a){
21         if (a == null)
22             return null;
23         StringBuilder ret = new StringBuilder();
24         int i = 0;
25         while (a[i] != 0)
26         {
27             ret.append((char) a[i]);
28             i++;
29         }
30         return ret;
31     }
32 }
```

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### UDP Client Program:

```
1 import java.io.IOException;
2 import java.net.DatagramPacket;
3 import java.net.DatagramSocket;
4 import java.net.InetAddress;
5 import java.util.Scanner;
6 public class udpBaseClient_2{
7     public static void main(String args[]) throws IOException{
8         Scanner sc = new Scanner(System.in);
9         DatagramSocket ds = new DatagramSocket();
10        InetAddress ip = InetAddress.getLocalHost();
11        byte buf[] = null;
12        while (true){
13            String inp = sc.nextLine();
14            buf = inp.getBytes();
15            DatagramPacket DpSend = new DatagramPacket(buf, buf.length, ip, 1234);
16            ds.send(DpSend);
17            if (inp.equals("bye"))
18                break;
19        }
20    }
21 }
```