**Socket 客户端实例**

如下的 GreetingClient 是一个客户端程序，该程序通过 socket 连接到服务器并发送一个请求，然后等待一个响应。

GreetingClient.java 文件代码：

// 文件名 GreetingClient.java

import java.net.\*;

import java.io.\*;

public class GreetingClient

{

public static void main(String [] args)

{

String serverName = args[0];

int port = Integer.parseInt(args[1]);

try

{

System.out.println("连接到主机：" + serverName + " ，端口号：" + port);

Socket client = new Socket(serverName, port);

System.out.println("远程主机地址：" + client.getRemoteSocketAddress());

OutputStream outToServer = client.getOutputStream();

DataOutputStream out = new DataOutputStream(outToServer);

out.writeUTF("Hello from " + client.getLocalSocketAddress());

InputStream inFromServer = client.getInputStream();

DataInputStream in = new DataInputStream(inFromServer);

System.out.println("服务器响应： " + in.readUTF());

client.close();

}catch(IOException e)

{

e.printStackTrace();

}

}

}