**EXPERIMENT: 25**

1. **AIM:** To create a application using TCP CHAT CLIENT AND CHAT SERVER

PROGRAM CODING:

**ChatClient.java**

import java.io.\*; import java.net.\*; class chatClient {

public static void main(String[] args)throws Exception

{

Socket sock=new Socket("127.00.1",1309);

BufferedReader keyRead=new BufferedReader(new InputStreamReader(System.in)); OutputStream ostream=sock.getOutputStream();

PrintWriter pwrite=new PrintWriter(ostream,true); InputStream istream=sock.getInputStream();

BufferedReader receiveRead =new BufferedReader(new InputStreamReader(istream)); System.out.println("Start the chitchat,type and press Enter key");

String receiveMessage,sendMessage; while(true)

{

sendMessage=keyRead.readLine(); pwrite.println(sendMessage); pwrite.flush();

if((receiveMessage=receiveRead.readLine())!=null)

{

System.out.println(receiveMessage);

}

}

}

}

**ChatServer.java**

import java.io.\*; import java.net.\*; class chatServer {

public static void main(String[] args)throws Exception

{

ServerSocket sersock=new ServerSocket(1309); System.out.println("server ready for chatting"); Socket sock=sersock.accept();

BufferedReader keyRead=new BufferedReader(new InputStreamReader(System.in)); OutputStream ostream=sock.getOutputStream();

PrintWriter pwrite=new PrintWriter(ostream,true); InputStream istream=sock.getInputStream();

BufferedReader receiveRead=new BufferedReader(new InputStreamReader(istream)); String receiveMessage,sendMessage;

while(true)

{

if((receiveMessage=receiveRead.readLine())!=null)

{

System.out.println(receiveMessage);

}

sendMessage=keyRead.readLine(); pwrite.println(sendMessage);

pwrite.flush();

}

}

}

**OUTPUT:**

***ChatClient***

Z:\CN\Chat>java chatClient

Start the chitchat,type and press Enter key Hi!!!

Hi! How are you ?

***Chat Server*** Z:\CN\Chat>java chatServer server ready for chatting Hi!!!

Hi! How are you ?