LAB ASSIGNMENT CN

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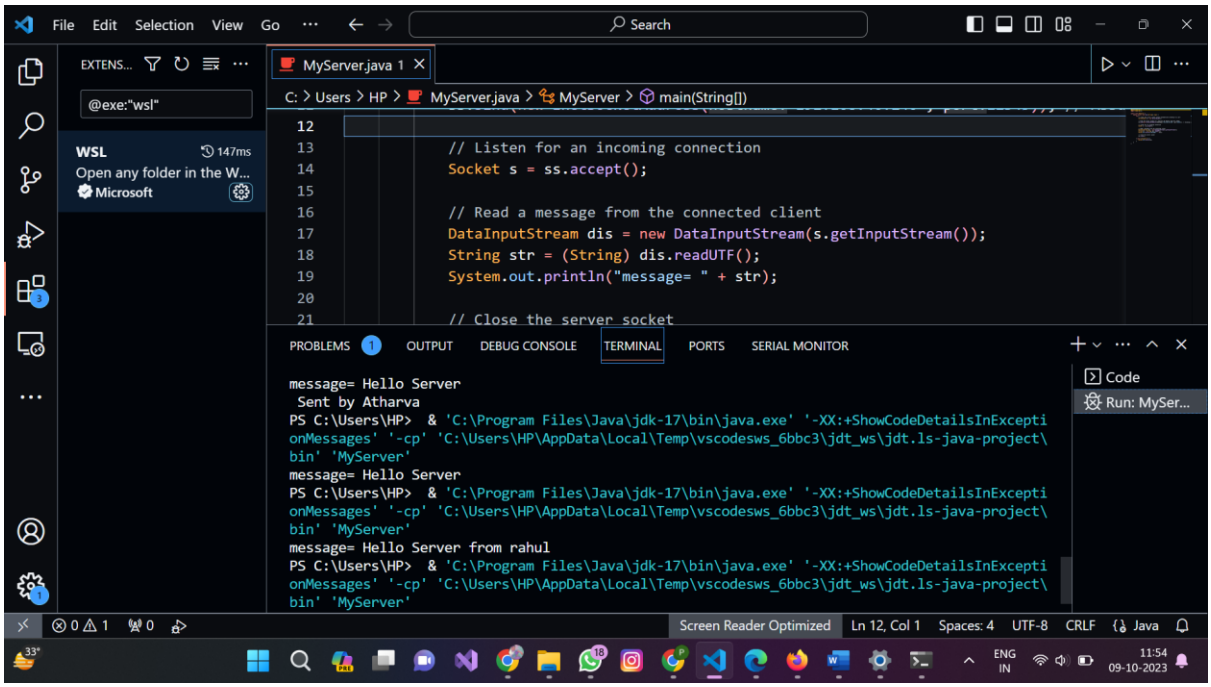
```
import java.io.*;
import java.net.*;

public class MyServer {
    public static void main(String[] args) {
        try {
            // Create the server socket without automatically binding to a port
            ServerSocket ss = new ServerSocket();

            // Bind the server socket to a specific IP address and port number
            ss.bind(new InetSocketAddress("192.168.46.246", 12345)); // Assuming port 6666. You can replace it with your desired port.

            // Listen for an incoming connection
            Socket s = ss.accept();

            // Read a message from the connected client
            DataInputStream dis = new DataInputStream(s.getInputStream());
            String str = (String) dis.readUTF();
            System.out.println("message= " + str);

            // Close the server socket
            ss.close();

        } catch (Exception e) {
```

```
            System.out.println(e);
        }
    }
}
```



My Client

```
import java.io.*;
import java.net.*;

public class MyClient {
    public static void main(String[] args) {
        try {
            // Specify the IP address of the server you want to connect to
            String serverIpAddress = "192.168.46.157";
```

```
        // Create a socket connection to the specified server and port (assuming port 12345 in this
case)
        Socket s = new Socket(serverIpAddress, 12345);

        // Create a data output stream to send data to the server
        DataOutputStream dout = new DataOutputStream(s.getOutputStream());

        // Send a message to the server
        dout.writeUTF("Hello Server from prafull");

        // Flush and close the output stream and socket
        dout.flush();
        dout.close();
        s.close();
      } catch (Exception e) {
        System.out.println(e);
      }
   }
}
```