**Socket Programming**

ServerChat.java

package serverchat;

import java.io.BufferedReader;

import java.io.InputStream;

import java.io.InputStreamReader;

import java.io.OutputStream;

import java.io.PrintStream;

import java.net.InetAddress;

import java.net.ServerSocket;

import java.net.Socket;

public class Serverchat {

public static void main(String[] args) {

try{

ServerSocket ss = new ServerSocket(2461);

Socket s = ss.accept();

InputStream is = s.getInputStream();

BufferedReader br = new BufferedReader(new InputStreamReader(is));

OutputStream os = s.getOutputStream();

PrintStream ps = new PrintStream(os);

byte b1[] = new byte[1000];

byte b2[] = new byte[1000];

while(true){

is.read(b2);

String s1 = new String(b2);

String s2 =s1.trim();

System.out.println("From Client :"+s2);

System.out.println("To Client :");

System.in.read(b1);

os.write(b1);

}

}catch(Exception e) {

System.out.println(e);

} } }

**ClientChat.java**

package clientchat;

import java.io.\*;

import java.net.\*;

public class ClientChat {

public static void main(String[] args) {

try{

Socket s = new Socket(InetAddress.getLocalHost(),2461);

InputStream is = s.getInputStream();

BufferedReader br = new BufferedReader(new InputStreamReader(is));

OutputStream os = s.getOutputStream();

PrintStream ps = new PrintStream(os);

byte b1[] = new byte[1000];

byte b2[] = new byte[1000];

while(true){

System.out.println("To Server :");

System.in.read(b1);

os.write(b1);

is.read(b2);

String s1 = new String(b2);

String s2 =s1.trim();

System.out.println("From Server :"+s2);

}

}catch(Exception e)

{

System.out.println(e);

}

}

}



