**Termwork-5**

**Problem definition :-**

**Write a Java program to implement 1-1 text chatting using Networking features.**

**Expected Learning:**

**Networking, Application Design and Implementation.**

**Myclient.java**

import java.net.\*;

import java.io.\*;

class MyClient{

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

Socket s=new Socket("localhost",3333);

DataInputStream din=new DataInputStream(s.getInputStream());

DataOutputStream dout=new DataOutputStream(s.getOutputStream());

BufferedReader br=new BufferedReader(new InputStreamReader(System.in));

String str="",str2="";

while(!str.equals("stop")){

System.out.print("client: ");

str=br.readLine();

dout.writeUTF(str);

dout.flush();

str2=din.readUTF();

System.out.println("Server says: "+str2);

}

dout.close();

s.close();

}}

**Myserver.java**

import java.net.\*;

import java.io.\*;

class MyServer{

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

ServerSocket ss=new ServerSocket(3000); //establishing connection

Socket s=ss.accept();//return socket and establish connection between server and client

DataInputStream din=new DataInputStream(s.getInputStream()); //to get data from client

DataOutputStream dout=new DataOutputStream(s.getOutputStream()); //to send data from server to client

BufferedReader br=new BufferedReader(new InputStreamReader(System.in));

String str="",str2="";

while(!str.equals("stop")){

str=din.readUTF();

System.out.println("client says: "+str);

System.out.print("server: ");

str2=br.readLine();

dout.writeUTF(str2);

dout.flush();

}

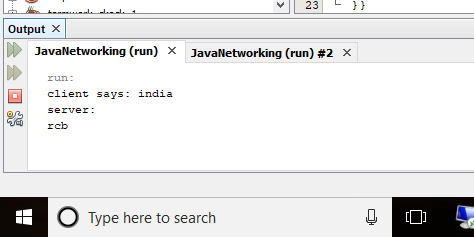
din.close();

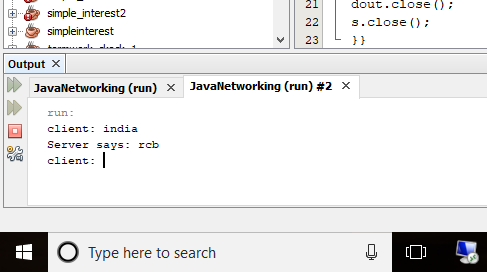
s.close();

ss.close();

}}

**SCREENSHOT (OUTPUT) ::**

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