Tutorial 8

Sockets

# **Task 1**

Develop a server (server.java) and a client (client.java) program. The client will request the decimal number as a user input and the send to the server program. The server should receive the decimal number and use it to calculate the circle area () and return the area value to the client program. The client receives the area value and print it on the console.

**Suggestion:** Use a port number like 8080 or 9090

# **Task 2**

Change the client and the server programs to allow the client to request the server to calculate the area of the circles with radius 10 to 30 increasing in steps of 1 (i.e., 10, 11, 12, 13, …, 30).

# **Task 3**

Use concurrency (i.e., Threads) to implement Task 2.