**Networked Chess**

**Ryan Miller**

**Client Code**

import java.net.\*;  
import java.io.\*;  
  
public class TCPEchoClient {  
 public static void main(String[] args) throws IOException {  
 if((args.length < 2) || (args.length > 3)){  
 throw new IllegalArgumentException("Parameter(s): <Server> <Word> [<Port>]");  
 }  
  
 String server = args[0];  
 byte[] byteBuffer = args[1].getBytes();  
  
 int servPort = (args.length == 3) ? Integer.*parseInt*(args[2]) : 7;  
  
 Socket socket = new Socket(server, servPort);  
 System.*out*.println("Connected to server... sending echo string");  
  
 InputStream in = socket.getInputStream();  
 OutputStream out = socket.getOutputStream();  
  
 out.write(byteBuffer);  
  
 int totalBytesRcvd = 0;  
 int bytesRcvd;  
 while(totalBytesRcvd < byteBuffer.length){  
 if((bytesRcvd = in.read(byteBuffer, totalBytesRcvd, byteBuffer.length - totalBytesRcvd)) == - 1){  
 throw new SocketException("Connection closed prematurely");  
 }  
 totalBytesRcvd += bytesRcvd;  
 }  
  
 System.*out*.println("Received: " + new String(byteBuffer));  
 socket.close();  
 }  
}

**Server Code**

import java.net.\*;  
import java.io.\*;  
  
public class TCPEchoServer {  
 private static final int *BUFSIZE* = 32;  
  
 public static void main(String[] args) throws IOException {  
 if(args.length != 1){  
 throw new IllegalArgumentException("Parameter(s): <Port>");  
 }  
 int servPort = Integer.*parseInt*(args[0]);  
  
 ServerSocket servSock = new ServerSocket(servPort);  
  
 int recvMsgSize;  
 byte[] byteBuffer = new byte[*BUFSIZE*];  
  
 for(;;){  
 Socket clntSock = servSock.accept();  
  
 System.*out*.println("Handling client at " +  
 clntSock.getInetAddress().getHostAddress() +  
 " on port " + clntSock.getPort());  
  
 InputStream in = clntSock.getInputStream();  
 OutputStream out = clntSock.getOutputStream();  
  
 while((recvMsgSize = in.read(byteBuffer)) != -1){  
 out.write(byteBuffer, 0, recvMsgSize);  
 }  
 clntSock.close();  
 }  
 }  
}

While I copied the code perfectly and followed all of the commands given to me in the assignment it was unable to run on both the client Code and server Code. I would always get the error of class not found no mater what I tried for two hours.