

Server:

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

class Server{
    public static void main(String args[]){
        Scanner sc = new Scanner(System.in);
        try{
            ServerSocket ss = new ServerSocket(5000);
            System.out.println("Server started");
            System.out.println("Waiting for a client ...");
            Socket s = ss.accept(); // Wait and accept a connection
            System.out.println("Client accepted");
            // Get a communication stream associated with the socket
            OutputStream s_out = s.getOutputStream();
            DataOutputStream dos = new DataOutputStream (s_out);
            InputStream s_in = s.getInputStream();
            DataInputStream dis = new DataInputStream(s_in);

            //Sending Message to client
            System.out.println("Enter message for client");
            String str = sc.nextLine();
            dos.writeUTF(str);

            //Message received from client
            System.out.println("Message from client:");
            String st = new String (dis.readUTF());
            System.out.println(st);

            // Close the connection, but not the server socket
            System.out.println("Closing connection");
            dos.close();
            dis.close();
            s_out.close();
            s_in.close();
            s.close();
        }
        catch(Exception e){
            System.out.println(e);
        }
    }
}
```

Client:

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

class Client{
    public static void main(String args[]){
        Scanner sc = new Scanner(System.in);
        try{
            Socket s = new Socket("localhost",5000);
            System.out.println("Connected to Server");

            InputStream s_in = s.getInputStream();
            DataInputStream dis = new DataInputStream(s_in);

            OutputStream s_out = s.getOutputStream();
            DataOutputStream dos = new DataOutputStream (s_out);
```

```

        //Message received from server
        System.out.println("Message from Server:");
String st = new String (dis.readUTF());
System.out.println(st);

        //Sending Message to Server
        System.out.println("Enter message for server");
String str = sc.nextLine();
dos.writeUTF(str);

        // When done, just close the connection and exit
        dis.close();
        dos.close();
        s_in.close();
        s_out.close();
        s.close();
    }
    catch(Exception e){
        System.out.println(e);
    }
}
}

```

Output:

Server:

```

c205@22D30116:~$ javac Server.java
c205@22D30116:~$ java Server
Server started
Waiting for a client ...
Client accepted
Enter message for client
Hello
Message from client:
HIGH
Closing connection
c205@22D30116:~$ |

```

Client:

```

c205@22D30116:~$ javac Client.java
c205@22D30116:~$ java Client
Connected to Server
Message from Server:
Hello
Enter message for server
HIGH

```