**package** com.classbook.chapter.chatting.threadchat;  
  
**import** java.io.BufferedReader;  
**import** java.io.IOException;  
**import** java.io.InputStreamReader;  
**import** java.net.Socket;  
  
*/\*\*  
 \** ***@program:*** *classprogram  
 \** ***@Description:*** *\** ***@author:*** *zzz  
 \** ***@date:*** *2019/12/16 3:44 下午  
 \*/***public class** SocketReader **implements** Runnable {  
  
 **private** Socket socket;  
  
 **private** BufferedReader br;  
  
 **public** SocketReader(Socket socket) {  
 **this**.socket = socket;  
 }  
  
 */\*\*  
 \* When an object implementing interface <code>Runnable</code> is used  
 \* to create a thread, starting the thread causes the object's  
 \* <code>run</code> method to be called in that separately executing  
 \* thread.  
 \* <p>  
 \* The general contract of the method <code>run</code> is that it may  
 \* take any action whatsoever.  
 \*  
 \** ***@see*** *Thread#run()  
 \*/* @Override  
 **public void** run() {  
 String temp = **new** String();  
 **try** {  
 *//创建缓冲流 读取消息* br = **new** BufferedReader(**new** InputStreamReader(socket.getInputStream()));  
 **while** (**true**){  
 temp = br.readLine();  
 System.out.println(temp);  
 *//以bye结尾就退出* **if**(temp.endsWith(**"bye"**)){  
 **break**;  
 }  
 }  
 } **catch** (IOException e) {  
 e.printStackTrace();  
 }**finally** {  
 **try** {  
 **if**(br!=**null**){  
 br.close();  
 }  
 } **catch** (IOException e) {  
 e.printStackTrace();  
 }  
 }  
 }  
}

**package** com.classbook.chapter.chatting.threadchat;  
  
**import** java.io.BufferedWriter;  
**import** java.io.IOException;  
**import** java.io.PrintWriter;  
**import** java.net.Socket;  
**import** java.util.Scanner;  
  
*/\*\*  
 \** ***@program:*** *classprogram  
 \** ***@Description:*** *\** ***@author:*** *zzz  
 \** ***@date:*** *2019/12/16 3:44 下午  
 \*/***public class** SocketWriter **implements** Runnable {  
  
 **private** Socket socket;  
 **private** String userName;  
 **private** PrintWriter pw;  
  
 **public** SocketWriter(Socket socket) {  
 **this**.socket = socket;  
 }  
  
 **public** SocketWriter(Socket socket, String userName) {  
 **this**.socket = socket;  
 **this**.userName = userName;  
 }  
  
 */\*\*  
 \* When an object implementing interface <code>Runnable</code> is used  
 \* to create a thread, starting the thread causes the object's  
 \* <code>run</code> method to be called in that separately executing  
 \* thread.  
 \* <p>  
 \* The general contract of the method <code>run</code> is that it may  
 \* take any action whatsoever.  
 \*  
 \** ***@see*** *Thread#run()  
 \*/* @Override  
 **public void** run() {  
 String temp=**new** String();  
 Scanner input=**new** Scanner(System.in);  
 **try** {  
 *//打印流 通过Socket用于发送消息* pw=**new** PrintWriter(socket.getOutputStream(),**true**);  
  
 **while** (**true**){  
 temp=input.nextLine();  
 *//将消息发送出去* pw.println(userName+**":"**+temp);  
 *//以bye结尾就退出* **if**(temp.endsWith(**"bye"**)){  
 **break**;  
 }  
 }  
  
 } **catch** (IOException e) {  
 e.printStackTrace();  
 }**finally** {  
 **if**(pw!=**null**){  
 pw.close();  
 }  
 }  
 }  
}