UNIT 1

INTRODUCTION LAB

1. Write a simple client-server program where server says "Hello Client" and client responds back saying "Hello Server".

Server.java

```java
import java.io.*;

import java.net.*;

public class Server {

        public static void main(String[] args) {

                try {

                        ServerSocket serverSocket = new ServerSocket(4567);

                        System.out.println("Waiting for connection...");

                        Socket socket = serverSocket.accept();

                        System.out.println("Connected to the client.");

                        BufferedReader in_socket = new BufferedReader(new InputStreamReader(socket.getInputStream()));

                        PrintWriter out_socket = new PrintWriter(socket.getOutputStream(),true);

                        out_socket.println("Hello Client.");

                        String msg = "";

                        msg = in_socket.readLine();

                        System.out.println(msg);


                        socket.close();
```

```java
                serverSocket.close();

        } catch (Exception e) {

                e.printStackTrace();

        }}}
```

Client.java

```java
import java.io.*;

import java.net.*;

public class Client {

    public static void main(String[] args) {

        try {

                System.out.println("Waiting for connection...");

                Socket socket = new Socket("localhost",4567);

                System.out.println("Connection established.");

                BufferedReader in_socket = new BufferedReader(new
InputStreamReader(socket.getInputStream()));

                PrintWriter out_socket = new
PrintWriter(socket.getOutputStream(),true);

                String msg = "";

                msg = in_socket.readLine();

                System.out.println(msg);

                out_socket.println("Hello Server.");


                socket.close();

        } catch (Exception e) {

                e.printStackTrace();}}}
```