Client Program

import java.net.\*;

import java.io.\*;

public class client

{

Socket socket=null;

BufferedReader in=null;

DataOutputStream out=null;

client(String address,int port) throws IOException

{ String data="Hi Server Client 1";

try

{

socket = new Socket(address,port);

System.out.println("Conection Established from"+address+"through port"+port);

// for talking sample input from user

in= new BufferedReader(new InputStreamReader(System.in));

// connecting the input stream of the user computer to the output stream for sending to the server through the socket

out= new DataOutputStream(socket.getOutputStream());

System.out.println("Enter Data");

data=in.readLine();

out.writeUTF(data);// sending the data to server

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

in.close();

out.close();

socket.close();

}

catch (IOException e)

{ System.out.println(e); }

}// constructor block

public static void main() throws IOException

{

client cl= new client("127.0.0.1",5000);

}

}//class

Server Side Program

import java.net.\*;

import java.io.\*;

public class server extends thread

{ private Socket socket = null;

private ServerSocket server= null;

private Bufferedreader in=null ;

// constructor

public server(int port) throws Exception

{

t1.start();

Thread.sleep(500);

t2.start();

} // Constructor

public void run()

{

try

{

server = new ServerSocket(port);

System.out.println("Server started");

System.out.println("Waiting for a client "+Thread.currentThread().getId()+"..." );

socket = server.accept();

System.out.println("Client "+Thread.currentThread().getId()+" accepted");

// takes input from the client socket

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

String line = " Hey There Clients";

System.out.println(line);

System.out.println("Closing connection");

// close connection

socket.close();

in.close();

}

catch (IOException e)

{ System.out.println(e); }

} // run method

public static void main()

{

server s= new server(5000);

Thread t1= new Thread(s);

Thread t2= new Thread(s);

}

} // class