**Client Side 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";

try

{

socket = new Socket(address,port);

System.out.println("Connection 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

{

//initialize socket and input stream

private Socket socket = null;

private ServerSocket server = null;

private BufferedReader in = null;

// constructor with port

public Server(int port) throws IOException

{

try{

server = new ServerSocket(port);

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

System.out.println("Waiting for a client ...");

socket = server.accept();

System.out.println("Client accepted");

// takes input from the client socket

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

String line = "Shankar Hi";

System.out.println(line);

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

// close connection

socket.close();

in.close();

}

catch (IOException e)

{ System.out.println(e); }

}

public static void main(String args[])throws IOException

{

Server server = new Server(5000);

}

}

**Commands to be followed for running socket multithreaded programming**

**Check out this Link**

**http://www.di.ase.md/~aursu/ClientServerThreads.html**