

```
Node.js v20.15.1
PS E:\Internship_2025\Internship_2025\project4\frontend> node t1.js
Connected to server
Received from server: Hello, client!
Received from server: Server received: Hello Server!
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#### T1.JS: CLIENT SIDE

```
const net = require('net');

// Connect to the server
const client = net.createConnection({ port: 8000 }, () => {
  console.log('Connected to server');
  client.write('Hello Server!');
});

// Receive data from the server
client.on('data', (data) => {
  console.log(`Received from server: ${data.toString().trim()}`);
});

// Handle disconnection
client.on('end', () => {
  console.log('Disconnected from server');
});
```

#### T2.JS: SERVER SIDE

```
const net = require('net');

// Create a TCP Server
const server = net.createServer((socket) => {
  console.log('Client connected.');

  const welcomeMsg = 'Hello, client!\n';
  socket.write(welcomeMsg);
  console.log(`Sent to client: ${welcomeMsg.trim()}`);

  socket.on('data', (data) => {
```

```
    console.log(`Received from client: ${data.toString().trim()}`);

    // Optional: Echo back the received data
    const reply = `Server received: ${data.toString()}`;
    socket.write(reply);
    console.log(`Sent to client: ${reply.trim()}`);
  });

  socket.on('end', () => {
    console.log('Client disconnected.');
```