Pabna University of Science and Technology

Department of

Computer Science and Engineering

Faculty of Engineering and Technology

Assignment On

[Client-Server Java Networking]

Course Code: CSE 2103

Course Title: Design Pattern and Java Programming

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Submitted by:	Submitted to:
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```java
/*Client.java*/

import java.io.DataInputStream;
import java.io.DataOutputStream;
import java.net.Socket;
import java.io.IOException;
public class Client {

    public static void main(String[] args)throws IOException {
        // TODO Auto-generated method stub
        Socket s = new Socket("localhost",4999);

        DataOutputStream cdout = new DataOutputStream(s.getOutputStream());
        cdout.writeUTF("Hello Server!!");

        DataInputStream cdis = new DataInputStream(s.getInputStream());
        System.out.println(cdis.readUTF());

        s.close();
    }

}
```

```java
/*Server.java*/

import java.net.ServerSocket;
import java.net.Socket;
import java.io.DataInputStream;
import java.io.DataOutputStream;
import java.io.IOException;
public class Server {

    public static void main(String[] args)throws IOException {
        // TODO Auto-generated method stub
        ServerSocket ss = new ServerSocket(4999);
        Socket s = ss.accept();

        DataInputStream sdis = new DataInputStream(s.getInputStream());
        System.out.println(sdis.readUTF());

        DataOutputStream sdout = new DataOutputStream(s.getOutputStream());
        sdout.writeUTF("Hello Client!!");

        ss.close();
    }

}
```