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EXPERIMENT: 25

4. AIM: To create a application using TCP CHAT CLIENT AND CHAT SERVER

PROGRAM CODING:

ChatClient.java

```
import java.io.*; import java.net.*; class chatClient {
public static void main(String[] args)throws Exception
{
Socket sock=new Socket("127.00.1",1309);
BufferedReader keyRead=new BufferedReader(new InputStreamReader(System.in));
OutputStream ostream=sock.getOutputStream();
PrintWriter pwrite=new PrintWriter(ostream,true); InputStream istream=sock.getInputStream();
BufferedReader receiveRead =new BufferedReader(new InputStreamReader(istream));
System.out.println("Start the chitchat,type and press Enter key");
String receiveMessage,sendMessage; while(true)
{
sendMessage=keyRead.readLine(); pwrite.println(sendMessage); pwrite.flush();
if((receiveMessage=receiveRead.readLine())!=null)
{
System.out.println(receiveMessage);
}
}
}
```

ChatServer.java

```
import java.io.*; import java.net.*; class chatServer {
public static void main(String[] args)throws Exception
{
ServerSocket sersock=new ServerSocket(1309); System.out.println("server ready for chatting");
Socket sock=sersock.accept();
BufferedReader keyRead=new BufferedReader(new InputStreamReader(System.in));
OutputStream ostream=sock.getOutputStream();
PrintWriter pwrite=new PrintWriter(ostream,true); InputStream istream=sock.getInputStream();
BufferedReader receiveRead=new BufferedReader(new InputStreamReader(istream)); String
receiveMessage,sendMessage;
while(true)
{
if((receiveMessage=receiveRead.readLine())!=null)
{
```

```
System.out.println(receiveMessage);
}
    sendMessage=keyRead.readLine(); pwrite.println(sendMessage);

pwrite.flush();
}
}
}
```

OUTPUT:

ChatClient

Z:\CN\Chat>java chatClient

Start the chitchat,type and press Enter key Hi!!!

Hi! How are you ?

Chat Server Z:\CN\Chat>java chatServer server ready for chatting Hi!!!

Hi! How are you ?