When Client connects to the server Client 1st through the Socket(Client will have socket) which will establish the Socket st connection and it will have the (Client use this socket to input stream and output stream. is(Input) to os(output). establish a connection). for Server Socket to Client two way communication we and use streams. os(Output) 202150102011SomeshSanjay@mgmtech.org to Client Input stream. Input stream is <u>is(Input)</u> and connected to socket Client to Server Socket Client OutPut Streams thread output is connected to the Socket stream. 202150102011SomeshSanjay@mgmtech.org Thread input streams. (Thread is sending to Server will the client). accept connection and St(Socket) Server Thread. creating thread Output stream for client. (Thread inside this server). Throad will uco 202150102011SomeshSanjay@mgmtech.org and For Every Client server Input Stream. socket create a thread (Server Thread) which will have socket and input stream and output stream object. Client(output) to Input Stream of server thread socket. Threads 1(Socket) ServerSocket SS(Object of server socket class) Thread 2.(Socket) Server is creating Deal with the client new Thread for and all logic are Accepting conection from client using socket. each Client. implementing here. Thread will deal Socket st = ss.accept() with the client. Client 1st

Multi User Server

Client 2nd

Created, By Somesh Diwan.

