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Class: TE CSE Batch: T3

**Title: -** Create chat application using TCP or UDP.

**Program: - ChatClient.java**

import java.net.\*;

import java.io.\*;

class ChatClient

{

public static void main(String ...arg)

{

Socket s;

InputStream is;

OutputStream os;

DataInputStream dis;

DataOutputStream dos;

String sendMsg,receiveMsg;

try

{

s=new Socket("localhost",5555);

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

is=s.getInputStream();

os=s.getOutputStream();

dis=new DataInputStream(is);

dos=new DataOutputStream(os);

BufferedReader br=new BufferedReader(

new InputStreamReader(System.in));

while(true)

{

System.out.print("\nClient Msg - ");

sendMsg=br.readLine();

dos.writeUTF(sendMsg);

receiveMsg=dis.readUTF();

System.out.println("Server Msg - "+receiveMsg);

if(receiveMsg.equals("bye")) {

break;

}

}

dis.close();

dos.close();

os.close();

is.close();

s.close();

}

catch(Exception e) {

System.out.println("Server Exception = "+e);

}

finally{

}

}

}

**ChatServer.java**

import java.net.\*;

import java.io.\*;

class ChatServer

{

public static void main(String ...arg)

{

ServerSocket ss;

Socket s;

InputStream is;

OutputStream os;

DataInputStream dis;

DataOutputStream dos;

String sendMsg,receiveMsg;

try

{

ss=new ServerSocket(5555);

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

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

s=ss.accept();

is=s.getInputStream();

os=s.getOutputStream();

dis=new DataInputStream(is);

dos=new DataOutputStream(os);

BufferedReader br=new BufferedReader(

new InputStreamReader(System.in));

while(true)

{

receiveMsg=dis.readUTF();

System.out.println("Client Msg - "+receiveMsg);

if(receiveMsg.equals("bye")) {

break;

}

System.out.print("\nServer Msg - ");

sendMsg=br.readLine();

dos.writeUTF(sendMsg);

}

dis.close();

dos.close();

os.close();

is.close();

s.close();

}

catch(Exception e){

System.out.println("Server Exception = "+e);

}

finally {

}

}

}

**Output: -**



