**Practical No. 16: Write a program to implement chat server using Server Socket and Socket class.**

1. **Write a program using Socket and ServerSocket to create chat Application.**

**Program:**

Server code:

import java.net.\*;

import java.io.\*;

class myserver

{public static void main(String arg[]) throws Exception

    {ServerSocket ss = new ServerSocket(3333);

        Socket s = ss.accept();

DataInputStream din = new DataInputStream(s.getInputStream());

        DataOutputStream dout = new DataOutputStream(s.getOutputStream());

        BufferedReader br = new BufferedReader(new InputStreamReader(System.in));

        String str = "  " , str2 = "  ";

        while(!str.equals("stop"))

        {str = din.readUTF();

            System.out.println("Client says " +str);

            str2 = br.readLine();

            dout.writeUTF(str2);}

            dout.flush();

            dout.close();

            s.close();

            ss.close();

    }}

Client Code:

import java.net.\*;

import java.io.\*;

class myclient

{

    public static void main(String arg[]) throws Exception

    {

        Socket s = new Socket("localhost" , 3333);

        DataInputStream din = new DataInputStream(s.getInputStream());

        DataOutputStream dout = new DataOutputStream(s.getOutputStream());

        BufferedReader br = new BufferedReader(new InputStreamReader(System.in));

        String str = "  " , str2 = "  ";

        while(!str.equals("stop"))

        {

            str = br.readLine();

            dout.writeUTF(str);

            dout.flush();

            str2 = din.readUTF();

            System.out.println("Server says " +str2);

        }

            dout.close();

            s.close();

    }

}

**Output:**



