

10. Write a program on datagram socket for client/server to display the messages on client side, typed at the server side.

WriteServer.java

```
import java.net.*;
class WriteServer
{
    public static int serverPort = 1150;
    public static int clientPort = 1160;
    public static int buffer_size = 1024;
    public static DatagramSocket ds;
    public static byte buffer[] = new byte[buffer_size];
    public static void TheServer() throws Exception
    {
        int pos=0;
        while(true)
        {
            int c = System.in.read();
            switch(c)
            {
                case -1 : System.out.println("Server Quits");
                    return;
                case '\r' : break;
                case '\n' : ds.send (new DatagramPacket (buffer, pos,
                    InetAddress.getLocalHost(),clientPort));
                    pos=0;
                    break;
                default:buffer[pos++]=(byte) c;
            }
        }
    }
    public static void TheClient() throws Exception
    {
        while(true)
        {
            DatagramPacket p = new DatagramPacket (buffer,
                buffer.length);
            ds.receive(p);
            System.out.println(new String (p.getData(),0,p.getLength()));
        }
    }
    public static void main(String args[]) throws Exception
    {
        if(args.length==1)
        {
            ds = new DatagramSocket(serverPort);
            TheServer();
        }
        else
        {
            ds = new DatagramSocket(clientPort);
```

```
    }  
    TheClient();  
}  
}
```