To establish a connection that allows transferring messages from client to server

and server and client enabling a chat between them

**CLIENT PROGRAM**

import java.net.\*;

import java.io.\*;

import java.util.\*;

class client2

{

public static void main(String ar[]) throws IOException

{

Scanner sc=new Scanner(System.in);

Socket s=new Socket("127.0.0.1",5000);

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

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

String str= " ";

String str1=new String();

while(!(str.equals("stop")))

{

System.out.println("enter msg to server");

str= sc.nextLine();

dos.writeUTF(str);

str1= dis.readUTF();

System.out.println("msg from server"+str1);

}

System.out.println("terminated");

dos.close();

dis.close();

s.close();

}

}

**OUTPUT:**

enter msg to server

hi server

msg from server hi client

enter msg to server

stop

terminated

**SERVER PROGRAM**

import java.net.\*;

import java.io.\*;

import java.util.\*;

class server2

{

public static void main(String ar[]) throws IOException

{

Scanner sc=new Scanner(System.in);

ServerSocket ss=new ServerSocket(5000);

Socket s=ss.accept();

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

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

String str= " ";

String str1=new String();

while(!(str.equals("stop")))

{

str1=dis.readUTF();

System.out.println("msg from client"+ str1);

System.out.println("enter msg to client");

str= sc.nextLine();

dos.writeUTF(str);

}

System.out.println("terminated");

dos.close();

dis.close();

s.close();

ss.close();

}

}

**OUTPUT:**

message from client is hi server

enter msg to client

hi client

msg from client stop

terminated