

5. Creation of a Simple Chat Program

Client program

```
import java.io.*;
import java.net.*;
public class chatclient1
{
    public static void main(String args[]) throws Exception
    {
        Socket sk=new Socket(InetAddress.getLocalHost(),2000);
        BufferedReader sin=new BufferedReader(new InputStreamReader(sk.getInputStream()));
        PrintStream sout=new PrintStream(sk.getOutputStream());
        BufferedReader stdin=new BufferedReader(new InputStreamReader(System.in));
        String s;
        while ( true )
        {
            System.out.print("Client : ");
            s=stdin.readLine();
            sout.println(s);
            s=sin.readLine();
            System.out.print("Server : "+s+"\n");
            if ( s.equalsIgnoreCase("BYE") )
                break;
        }
        sk.close();
        sin.close();
        sout.close();
        stdin.close();
    }
}
```

Server program

```
import java.net.*;
import java.io.*;

public class chatserver1
{
    public static void main(String args[]) throws Exception
    {
        ServerSocket ss=new ServerSocket(2000);
        Socket sk=ss.accept();
        BufferedReader cin=new BufferedReader(new InputStreamReader(sk.getInputStream()));
        PrintStream cout=new PrintStream(sk.getOutputStream());
        BufferedReader stdin=new BufferedReader(new InputStreamReader(System.in));
```

```
String s;
while ( true )
{
    s=cin.readLine();
    if (s.equalsIgnoreCase("END"))
    {
        cout.println("BYE");
        break;
    }
    System.out.print("Client : "+s+"\n");
    System.out.print("Server : ");
    s=stdin.readLine();
    cout.println(s);
}
ss.close();
sk.close();
cin.close();
cout.close();
stdin.close();
}
}
```