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Roll No: 19BCS061

Class: 3rd year(5th sem)

Lab 5: WAP to implement Client Server to send and receive text messages from client and server.

Answer:

Source code:

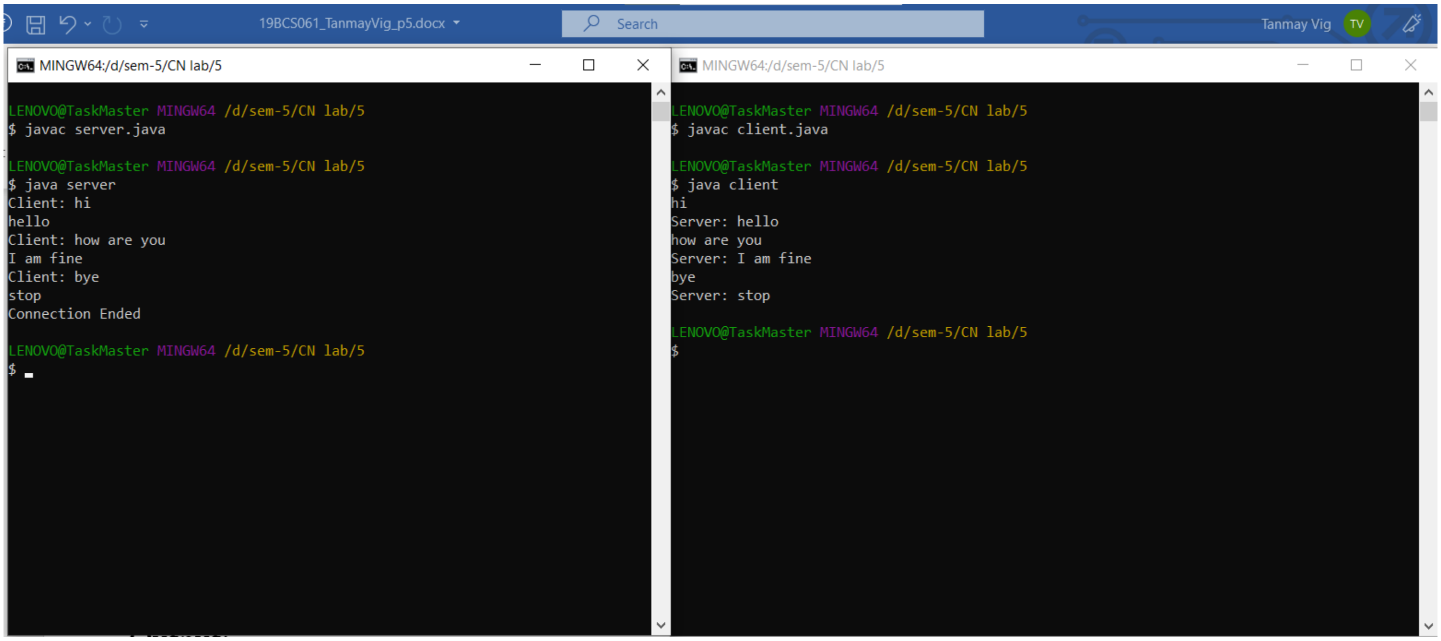
Server: -

```
import java.io.*;

import java.net.*;

public class server{

    public static void main(String[] args){

        try{

            ServerSocket server = new ServerSocket(8080);

            Socket s = server.accept();

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

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

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

            String str_recieve="",str_send="";

            while(!str_recieve.equals("stop")){

                str_recieve = in.readUTF();

                if(str_recieve.equals("stop")){

                    break;

                }

                System.out.println("Client: "+ str_recieve);

                str_send = br.readLine();

                out.writeUTF(str_send);

                out.flush();

            }
            System.out.println("Client: "+ str_recieve);
            out.close();
            in.close();
            server.close();
        }catch(Exception e){System.out.println("Connection Ended");}
    }
}
```

Client: -

```
import java.io.*;
import java.net.*;
public class client {
    public static void main(String[] args) {
        try{
            Socket s = new Socket("localhost",8080);
            DataOutputStream out = new DataOutputStream(s.getOutputStream());
            DataInputStream in = new DataInputStream(s.getInputStream());
            BufferedReader br = new BufferedReader(new InputStreamReader(System.in));
            String str_send="",str_recieve="";
            while(!str_recieve.equals("stop")){
                str_send = br.readLine();
                out.writeUTF(str_send);
                out.flush();
                str_recieve = in.readUTF();
                System.out.println("Server: "+str_recieve);
            }
            out.close();
            s.close();
        }catch(Exception e){System.out.println("Connection Ended");}
    }
}
```

Output: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```
LENOVO@TaskMaster MINGW64 /d/sem-5/CN lab/5
$ javac server.java

LENOVO@TaskMaster MINGW64 /d/sem-5/CN lab/5
$ java server
Client: hi
hello
Client: how are you
I am fine
Client: bye
stop
Connection Ended

LENOVO@TaskMaster MINGW64 /d/sem-5/CN lab/5
$ 
```

```
LENOVO@TaskMaster MINGW64 /d/sem-5/CN lab/5
$ javac client.java

LENOVO@TaskMaster MINGW64 /d/sem-5/CN lab/5
$ java client
hi
Server: hello
how are you
Server: I am fine
bye
Server: stop

LENOVO@TaskMaster MINGW64 /d/sem-5/CN lab/5
$
```