**EXPERIMENT 10**

1. **SERVER**

import java.net.\*;

import java.io.\*;

public class Server

{ int counter =0;

private Socket socket = null;

private ServerSocket server = null;

private DataInputStream in = null;

public Server(int port)

{

try

{

server = new ServerSocket(port);

System.out.println("Server started");

System.out.println("Waiting for a client ...");

socket = server.accept();

System.out.println("Client accepted");

in = new DataInputStream(

new BufferedInputStream(socket.getInputStream()));

String line = "";

while (!line.equals("Over"))

{

try

{

line = in.readUTF();

counter++;

System.out.println(line);

System.out.println(counter);

}

catch(IOException i)

{

System.out.println(i);

}

}

System.out.println("Closing connection");

socket.close();

in.close();

}

catch(IOException i)

{

System.out.println(i);

}

}

public static void main(String args[])

{

Server server = new Server(5000);

}

}

1. **CLIENT**

import java.net.\*;

import java.io.\*;

public class Client

{

private Socket socket = null;

private DataInputStream input = null;

private DataOutputStream out = null;

public Client(String address, int port)

{

try

{

socket = new Socket(address, port);

System.out.println("Connected");

input = new DataInputStream(System.in);

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

}

catch(UnknownHostException u)

{

System.out.println(u);

}

catch(IOException i)

{

System.out.println(i);

}

String line = "";

while (!line.equals("Over"))

{

try

{

line = input.readLine();

out.writeUTF(line);

}

catch(IOException i)

{

System.out.println(i);

}

}

try

{

input.close();

out.close();

socket.close();

}

catch(IOException i)

{

System.out.println(i);

}

}

public static void main(String args[])

{

Client client = new Client("127.0.0.1", 5000);

}

}

