## **SERVER**

```
import java.net.ServerSocket;
import java.net.Socket;
import java.io.BufferedReader;
import java.io.IOException;
import java.io.OutputStream;
import java.io.PrintStream;
import java.io.InputStreamReader;
public class ServerSide
  public static void main(String[] args) throws IOException
  {
     ServerSocket s = new ServerSocket(2019);
     System.out.println("Server Started, waiting for client");
     Socket s1 = s.accept();
    // Client Send
     BufferedReader br = new BufferedReader(
       new InputStreamReader(s1.getInputStream())
     );
     OutputStream out = s1.getOutputStream();
     PrintStream ps = new PrintStream(out);
     BufferedReader br1 = new BufferedReader(
       new InputStreamReader(System.in)
     );
     do{
       String res = br.readLine();
       System.out.println("Client Send: "+res);
       System.out.print("Server: ");
       String msg = br1.readLine();
       System.out.print("\n\n");
       ps.println(msg);
     while(true);
  }
}
```

## **CLIENT**

```
import java.net.Socket;
import java.io.BufferedReader;
import java.io.IOException;
import java.io.InputStreamReader;
import java.io.OutputStream;
import java.io.PrintStream;
public class ClientSice
  public static void main(String[] args) throws IOException {
     Socket s = new Socket("localhost",2019);
    System.out.println("Client Started, waiting for server response..");
    BufferedReader br = new BufferedReader(
       new InputStreamReader(System.in)
    );
    OutputStream os = s.getOutputStream();
    BufferedReader br1 = new BufferedReader(
       new InputStreamReader(s.getInputStream())
       );
    PrintStream ps = new PrintStream(os);
    do
   {
       System.out.print("Client: ");
       String msg = br.readLine();
       ps.println(msg);
       String res = br1.readLine();
       System.out.println("Server Send:"+res+"\n\n");
    }
    while(true);
}
```