Code:-

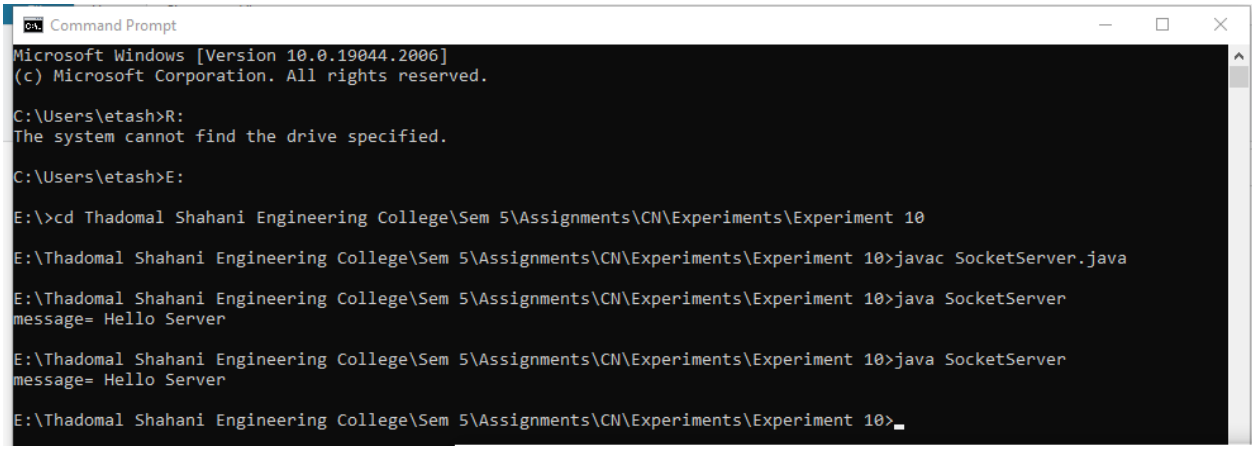
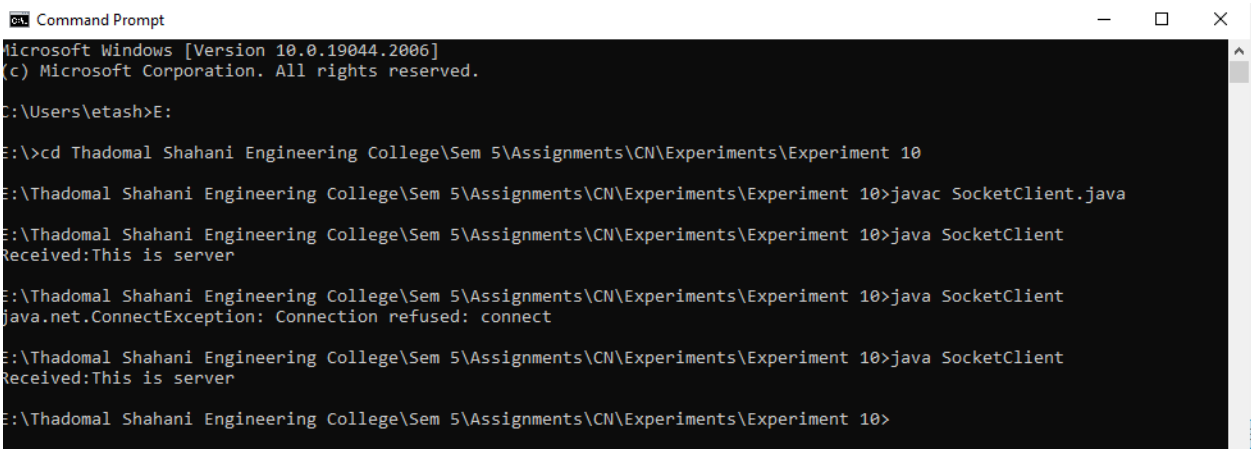
Server Side:-

```
import java.io.*;
import java.net.*;
public class SocketServer{
	public static void main(String[] args){
		try{
			ServerSocket ss=new ServerSocket(5555);
			Socket s=ss.accept();
			DataInputStream dis=new DataInputStream(s.getInputStream());
			String  str=(String)dis.readUTF();
			System.out.println("message= "+str);
	DataOutputStream dout=new DataOutputStream(s.getOutputStream());
	dout.writeUTF("This is server");
	dout.flush();
	dout.close();
			ss.close();
		}
		catch(Exception e){System.out.println(e);}
	}
}
```

Client Side:-

```
import java.io.*;
import java.net.*;
public class SocketClient {
	public static void main(String[] args) {
		try{

	Socket s=new Socket("localhost", 5555);
			DataOutputStream dout=new DataOutputStream(s.getOutputStream());
			dout.writeUTF("Hello Server");
			// dout.flush();
			// dout.close();
			// s.close();
```

```
        DataInputStream dis=new DataInputStream(s.getInputStream());
        String str = (String)dis.readUTF();
        System.out.println("Received:"+str);
        s.close();
                }
                catch(Exception e){
                        System.out.println(e);
                }
        }
}
```

Output:-