Chat client and echo client in java

Chat client server application in java

Steps involved in creating a chat Client server

server:

ServerSocket

sock.accept()

BufferedReader keyread

Ostream

Pwriter

inputstream

bufferedreader

client:

Socket localhost+port

BufferedReader keyread

Ostream

pwriter

Istream

BufferedReader

server code:

import java.io.\*;

import java.net.\*;

class server{

public static void main(String[] args) throws IOException

{

ServerSocket sersock=new ServerSocket(3000);

Socket sock=sersock.accept();

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

OutputStream os=sock.getOutputStream();

PrintWriter pwrite=new PrintWriter(os,true);

InputStream is=sock.getInputStream();

BufferedReader bread=new BufferedReader(new InputStreamReader(is));

String rmsg,smsg;

while(true)

{

if((rmsg=bread.readLine())!=null)

{

System.out.println(rmsg);

}

smsg=keyread.readLine();

pwrite.println(smsg);

pwrite.flush();

}

}

}

client code:

import java.io.\*;

import java.io.OutputStream;

import java.net.\*;

class client{

public static void main(String[] args) throws Exception

{

Socket clisock=new Socket("127.0.0.1",3000);

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

OutputStream os=clisock.getOutputStream();

PrintWriter pwrite=new PrintWriter(os,true);

InputStream is=clisock.getInputStream();

BufferedReader bread=new BufferedReader(new InputStreamReader(is));

String rmsg,smsg;

while(true)

{

smsg=key.readLine();

pwrite.println(smsg);

pwrite.flush();

if((rmsg=bread.readLine())!=null)

{

System.out.println(rmsg);

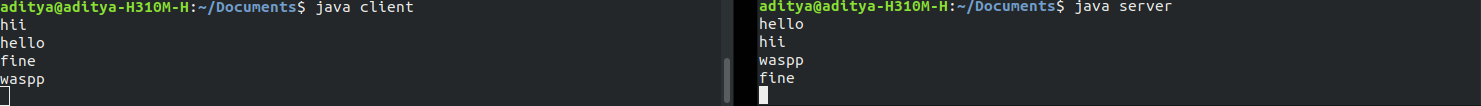
}

}

}

}

output



Echo client server Application:

In echo client server the server will only write and the client can only read so remove the inputstream from server and output stream from client

steps invloved are:

server:

ServerSocket

sock.accept()

BufferedReader keyread

Ostream

Pwriter

client:

Socket localhost+port

Istream

BufferedReader

server code:

import java.io.\*;

import java.net.\*;

class server{

public static void main(String[] args) throws IOException

{

ServerSocket sersock=new ServerSocket(3000);

Socket sock=sersock.accept();

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

OutputStream os=sock.getOutputStream();

PrintWriter pwrite=new PrintWriter(os,true);

String smsg;

while(true)

{

smsg=keyread.readLine();

pwrite.println(smsg);

pwrite.flush();

}

}

}

client code:

import java.io.\*;

import java.io.OutputStream;

import java.net.\*;

class client{

public static void main(String[] args) throws Exception

{

Socket clisock=new Socket("127.0.0.1",3000);

InputStream is=clisock.getInputStream();

BufferedReader bread=new BufferedReader(new InputStreamReader(is));

String rmsg;

while(true)

{

if((rmsg=bread.readLine())!=null)

{

System.out.println(rmsg);

}

}

}

}

output:

