Code Client.java package exp_1.program; import java.io.BufferedReader; import java.io.IOException; import java.io.InputStreamReader; import java.io.PrintWriter; import java.net.Socket; import java.util.Scanner; public class ClientJava { public static void main(String[] args) throws IOException{ String hostname = args[0]; Integer portnumber = Integer.parseInt(args[1]); try(Socket sock = new Socket(hostname,portnumber); BufferedReader in = new BufferedReader(new InputStreamReader(sock.getInputStream()) PrintWriter out = new PrintWriter(sock.getOutputStream(),true);){ String fromServer, fromUser; Scanner stdIn = new Scanner(System.in); while((fromServer = in.readLine()) != null){ System.out.println(fromServer); if (fromServer.equals("Bye.")) break; fromUser = stdIn.nextLine(); if (fromUser!=null){ out.println(fromUser); } } } Server.java

```
package exp_1.program;
import java.io.BufferedReader;
import java.io.InputStreamReader;
import java.io.PrintWriter;
import java.net.ServerSocket;
```

```
import java.net.Socket;
class ServerJava{
  public static class KnockKnockProtocol {
    private static final int WAITING = 0;
    private static final int SENTKNOCKKNOCK = 1;
    private static final int SENTCLUE = 2;
    private static final int ANOTHER = 3;
    private static final int NUMJOKES = 5;
    private int state = WAITING;
    private int currentJoke = 0;
    private String[] clues = { "Turnip", "Little Old Lady", "Atch", "Who", "Who" };
    private String[] answers = { "Turnip the heat, it's cold in here!",
                      "I didn't know you could yodel!",
                      "Bless you!",
                      "Is there an owl in here?",
                      "Is there an echo in here?" };
    public String processInput(String theInput) {
       String theOutput = null;
       if (state == WAITING) {
         theOutput = "Knock! Knock!";
         state = SENTKNOCKKNOCK;
       } else if (state == SENTKNOCKKNOCK) {
         if (theInput.equalsIgnoreCase("Who's there?")) {
            theOutput = clues[currentJoke];
            state = SENTCLUE;
         } else {
            theOutput = "You're supposed to say \"Who's there?\"! " +
            "Try again. Knock! Knock!";
       } else if (state == SENTCLUE) {
         if (theInput.equalsIgnoreCase(clues[currentJoke] + " who?")) {
            theOutput = answers[currentJoke] + "Want another? (y/n)";
            state = ANOTHER;
         } else {
            theOutput = "You're supposed to say \"" +
           clues[currentJoke] +
            " who?\"" +
            "! Try again. Knock! Knock!";
            state = SENTKNOCKKNOCK;
       } else if (state == ANOTHER) {
         if (theInput.equalsIgnoreCase("y")) {
            theOutput = "Knock! Knock!";
```

```
if (currentJoke == (NUMJOKES - 1))
           currentJoke = 0;
         else
           currentJoke++;
         state = SENTKNOCKKNOCK;
         theOutput = "Bye.";
         state = WAITING;
       }
    return theOutput;
public static void main(String[] args) {
  int portNumber = Integer.parseInt(args[0]);
  try(
    ServerSocket ServerSocket = new ServerSocket(portNumber);
    Socket client = ServerSocket.accept();
    PrintWriter out = new PrintWriter(
       client.getOutputStream(),true
    );
    BufferedReader inBuffer = new BufferedReader(
       new InputStreamReader(client.getInputStream())
    );
  ){
    String inputLine, outputLine;
    KnockKnockProtocol kkp = new ServerJava.KnockKnockProtocol();
    outputLine = kkp.processInput(null);
    out.println(outputLine);
    while((inputLine=inBuffer.readLine()) != null){
       outputLine = kkp.processInput(inputLine);
       out.println(outputLine);
       if (outputLine.equals("Bye.")) break;
    }
  }catch (Exception e){
    System.err.println(e.getStackTrace());
}
```

}

Output

```
Applications Places Terminal

| Slowgamer@adnan-System-Product-Name: ~/Desktop/College/sem8/DC/exp_1/program | Slowgamer@adnan-System-Product-Name: ~/
```

lowgamer@adnan-System-Product-Name:~/Desktop/College/sem8/DC/exp_1/program\$