**Socket Programming in Java**

**Networking** is a concept of connecting two or more computing devices together so that we can share resources like printer, scanner, memory.

In Networking application mainly two programs are running one is **Client program** and another is **Server program**. In Core java **Client program** can be design using **Socket** class and **Server program** can be design using **ServerSocket** class.

Both Socket and ServerSocket classes are predefined in **java.net** package

**Advantage of Network Programming**

The main advantage of network Programming is sharing of data and resources, some more advantages are;

* Sharing resources like printer, Scanner.
* Centralize software management, Software install on only one system and used in multiple system.
* Sharing of data due to this reduce redundancy of application.
* Burden on the developer can be reduced.
* Wastage of memory can be reduced because no need to install same application on every system.
* Time consuming process to develop application is reduced.

**Terms used in Socket Programming**

**Port number:**It is unique identification value represents residing position of a server in the computer. It is four digit +ve number.

**Port Name:**It is a valid user defined name to know about client system, the default port name for any local computer is **localhost.**. Port name should be the some value which is given at Server programming.

**Socket class**

Socket class are used for design a client program, it have some constructor and methods which are used in designing client program.

**Constructor:**Socket class is having a constructor through