

Server Code:

```
// Server program
import java.net.*;
import java.io.*;

public class server
{
    public static void main(String args[]) throws Exception
    {
        ServerSocket server = new ServerSocket(5999);
        System.out.println("Server started");

        System.out.println("Waiting for a client ...");

        Socket socket = server.accept();
        System.out.println("Client accepted");

        //takes input from client socket
        DataInputStream din = new DataInputStream(socket.getInputStream());
        //DataOutputStream dout=new DataOutputStream(socket.getOutputStream());

        // takes input from the client socket
        //DataInputStream in = new DataInputStream(new
        BufferedInputStream(socket.getInputStream()));

        String line = "";

        // reads message from client until "Stop" is sent
        while (!line.equals("Stop"))
        {
            line = din.readUTF();
            System.out.println("client says: "+line);
        }
        System.out.println("Closing connection");

        // close connection
        din.close();
        socket.close();
        server.close();
    }
}
```

Client Code

```
//Client Program
import java.net.*;
import java.io.*;

public class client
{
    public static void main(String args[]) throws Exception
    {
        Socket s = new Socket("localhost", 5999);
        System.out.println("Connected");

        // sends output to the socket
        DataOutputStream out = new DataOutputStream(s.getOutputStream());

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

        String line = "";

        while (!line.equals("close"))
        {
            line = br.readLine();
            out.writeUTF(line);
        }

        //closing connection
        System.out.println("Connection Closed");
        out.close();
        s.close();
    }
}
```

