

1. Session 12: Client-Server programming using Java and Application of client-server programming.

2. Intended Learning Outcome:

- a. Learn about basic Java network terminology.
- b. Learn how to do Java network programming.

3. Expected skills:

- Can do socket programming using JAVA.

4. Tools Required:

- a. JDK
- b. ECLIPSE / NETBEANS
- c. Internet Connection.

5. Session Detail:

- 1. Teacher will explain basic networking terminology. (30minutes)
- 2. Teacher will explain Socket and Serve Socket class and their methods. (30 minutes)
- 3. Teacher will create a Client and Server and demonstrate the communication between them. (60 minutes)
 - Example 11.1.
 - Example 11.2.
- 4. Project Mentors Session (60 minutes).

6. Post Lab Exercise:

- a. Create a server and Client and send different messages.

7. Further Readings:

- a. <http://docs.oracle.com/javase/tutorial/networking/sockets/>
- b. <http://www.javatpoint.com/socket-programming>