1. **Session 12: Client-Server programming using Java and Application of client-server programming.**
2. **Intended Learning Outcome:**
   1. Learn about basic Java network terminology.
   2. 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.

1. **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).
2. **Post Lab Exercise:**
   1. Create a server and Client and send different messages.
3. **Further Readings:**
   1. <http://docs.oracle.com/javase/tutorial/networking/sockets/>
   2. <http://www.javatpoint.com/socket-programming>