Chat Application

Server:

```
import java.io.*;
import java.net.*;
import java.util.*;
class tcpserver{
  public static void main(String a[])throws IOException{
    ServerSocket ss = new ServerSocket(8000);
    System.out.println("\n-----Piyush Bansal's SERVER STARTED!-----\n");
    Socket s = ss.accept();
    Scanner brr = new Scanner(System.in);
    PrintWriter print=new PrintWriter(s.getOutputStream());
    BufferedReader br = new BufferedReader(new InputStreamReader(s.getInputStream()));
    while(true){
      String str = br.readLine();
      System.out.println("Message Received: "+str);
      if (str.equals("end")) break;
      System.out.println("Enter message to send: ");
      String st = brr.nextLine();
      print.println(st);
      print.flush();
    }
 }
Client:
import java.io.*;
import java.net.*;
import java.util.*;
class tcpclient{
  public static void main(String args[])throws IOException{
    Socket s = new Socket("localhost", 8000);
    System.out.println("\n-----\n");
    BufferedReader br = new BufferedReader(new InputStreamReader(s.getInputStream()));
    Scanner brr = new Scanner(System.in);
    PrintWriter print=new PrintWriter(s.getOutputStream());
    while(true){
      System.out.println("Enter message to send: ");
      String str = brr.nextLine();
      print.println(str);
      print.flush();
      String st = br.readLine();
      System.out.println("Message Received from the server: "+st);
      if(st.equals("end")) break;
 }
```