

# OneWayTcp

## 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 br = new Scanner(System.in);
        PrintWriter print=new PrintWriter(s.getOutputStream());
        while(true){
            System.out.println("Enter message to send: ");
            String str = br.nextLine();
            print.println(str);
            print.flush();
            if (str.equals("end")) break;
        }
    }
}
```

## Client:

```
import java.io.*;
import java.net.*;
class tcpclient{
    public static void main(String args[])throws IOException{
        Socket s = new Socket("localhost", 8000);
        System.out.println("\n-----Connected to Piyush's Server-----\n");
        BufferedReader br = new BufferedReader(new InputStreamReader(s.getInputStream()));
        while(true){
            try{
                String str = br.readLine();
                System.out.println("Msg Received: "+str);
            }catch(Exception e){break;}
        }
    }
}
```