TCP Client

At client side:

/\*TCPClient\*/

import java.net.\*;

import java.io.\*;

public class TCPClient

{

public static void main(String args[]) throws Exception {

Socket sock=new Socket("127.0.0.1",4000);

System.out.println("Enter the filename");

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

String fname=keyRead.readLine();

OutputStream ostream=sock.getOutputStream();

PrintWriter pwrite=new PrintWriter(ostream,true);

pwrite.println(fname);

InputStream istream=sock.getInputStream();

BufferedReader socketRead=new BufferedReader(new InputStreamReader(istream));

String str;

while((str=socketRead.readLine())!=null)

{

System.out.println(str);

}

pwrite.close();

socketRead.close();

keyRead.close();

}

}

TCP Server

At server side:

/\* TCPServer \*/

import java.net.\*;

import java.io.\*;

public class TCPServer

{

public static void main(String args[]) throws Exception {

ServerSocket sersock=new ServerSocket(4000);

System.out.println("Server ready for Connection");

Socket sock=sersock.accept();

System.out.println("Connection is Successful and waiting for chatting");

InputStream istream=sock.getInputStream();

BufferedReader fileRead=new BufferedReader(new InputStreamReader(istream));

String fname=fileRead.readLine();

BufferedReader contentRead=new BufferedReader(new FileReader(fname));

OutputStream ostream=sock.getOutputStream();

PrintWriter pwrite=new PrintWriter(ostream,true);

String str;

while((str=contentRead.readLine())!=null)

{

pwrite.println(str);

}

sock.close();

sersock.close();

pwrite.close();

fileRead.close();

contentRead.close();

}

}