## **Practical 2**

**CLIENT SERVER COMMUNICATION:** 

```
SERVER CODE:
import java.net.*;
import java.io.*;
class Server{
  Server(int port){
    try{
      ServerSocket ss=new ServerSocket(port);
      Socket s=ss.accept();
      DataInputStream din=new DataInputStream(s.getInputStream());
      BufferedReader br=new BufferedReader(new InputStreamReader(System.in));
      String str="";
      while(!str.equals("stop")){
        str=din.readUTF();
        System.out.println("client says: "+str);
        }
      din.close();
      s.close();
      ss.close();
      }
    catch(Exception e){
      }
  }
  public static void main(String[] args){
    Server s= new Server(3333);
  }
}
```

## **CLIENT CODE:**

```
import java.io.*;
import java.net.*;
public class Client
  private Socket soc;
  private DataOutputStream dos;
  private DataInputStream dis;
    public Client(String ipaddr,int port)
    {
      try {
        soc=new Socket(ipaddr,port);
         System.out.println("Client is connected");
         dis=new DataInputStream(System.in);
         dos=new DataOutputStream(soc.getOutputStream());
        String msg="";
        while(!msg.equals("End"))
           msg=dis.readLine();
           dos.writeUTF(msg);
        }
        soc.close();
        dis.close();
        dos.close();
      catch (Exception e) {
         System.out.println(e);
      }
    }
  public static void main(String ar[])
    Client obj=new Client("127.0.0.1",3333);
}
```

## **OUTPUT:**

