**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[])

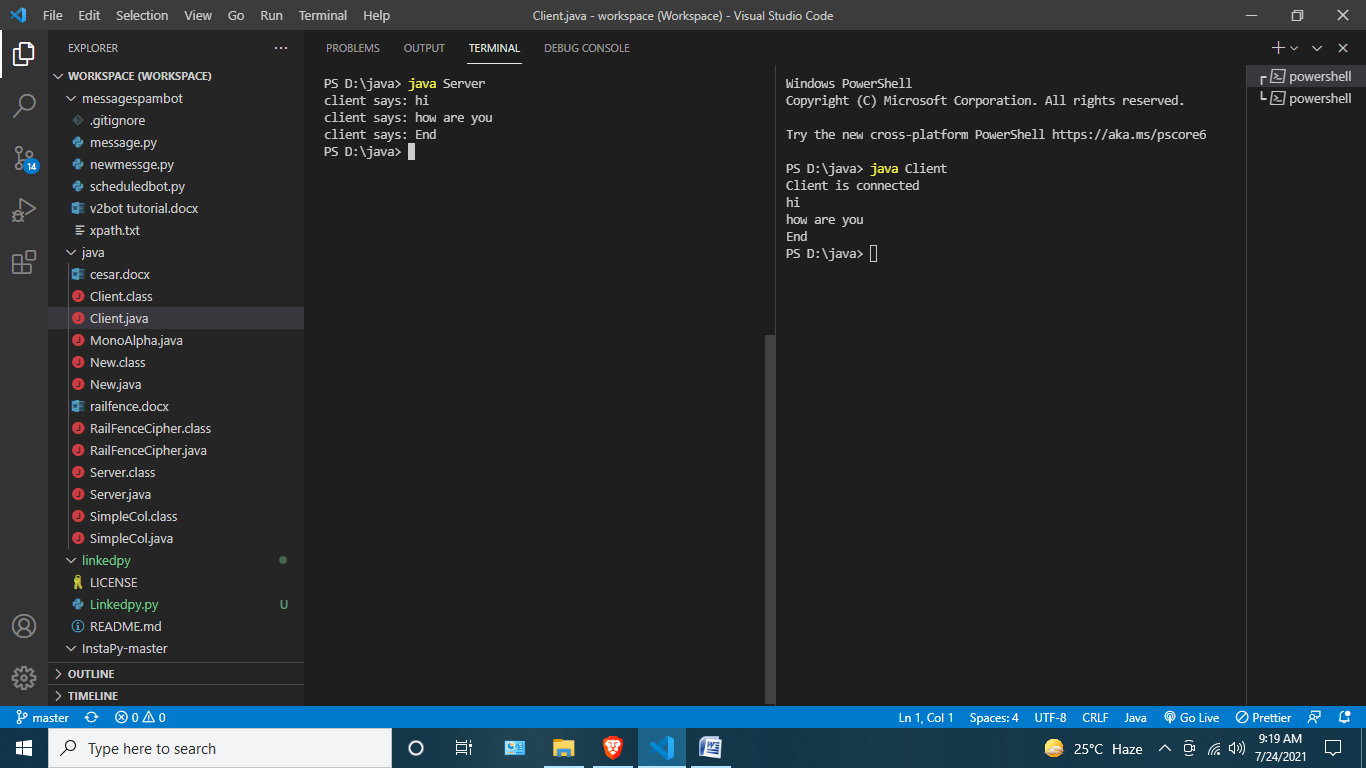
{

Client obj=new Client("127.0.0.1",3333);

}

}

**OUTPUT:**

****