Server Code:

import java.net.\*;

import java.io.\*;

class MyServer{

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

ServerSocket ss=new ServerSocket(3333);

Socket s=ss.accept();

DataInputStream din=new DataInputStream(s.getInputStream());

DataOutputStream dout=new DataOutputStream(s.getOutputStream());

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

String str="",str2="";

while(!str.equals("stop")){

str=din.readUTF();

System.out.println("client says: "+str);

str2=br.readLine();

dout.writeUTF(str2);

dout.flush();

}

din.close();

s.close();

ss.close();

}}

Client Code:

import java.net.\*;

import java.io.\*;

class MyClient{

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

Socket s=new Socket("localhost",3333);

DataInputStream din=new DataInputStream(s.getInputStream());

DataOutputStream dout=new DataOutputStream(s.getOutputStream());

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

String str="",str2="";

while(!str.equals("stop")){

str=br.readLine();

dout.writeUTF(str);

dout.flush();

str2=din.readUTF();

System.out.println("Server says: "+str2);

}

dout.close();

s.close();

}}

Server output

javac MyServer.java

java MyServer

client says: hello sycs is here

welcome SYCS

client says: how is java

its very intresting

client says: ok bye

bye

client says: stop

stop

Client output:

javac MyClient.java

java MyClient

hello sycs is here

Server says: welcome SYCS

how is java

Server says: its very intresting

ok bye

Server says: bye

stop

Server says: stop