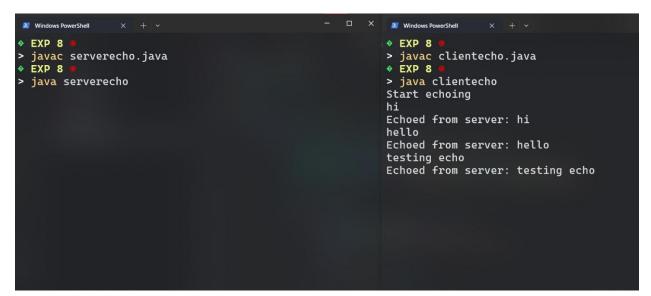
PROGRAM:

```
Servercho.java
import java.io.*;
import java.net.*;
public class serverecho{
  public static void main(String[] args) {
    try (ServerSocket ssoc = new ServerSocket(3110);
        Socket soc = ssoc.accept();
       DataInputStream dis = new DataInputStream(soc.getInputStream());
       DataOutputStream dos = new DataOutputStream(soc.getOutputStream())
    )
       String rec msg;
         while ((rec_msg = dis.readUTF()) != null) {
         if (rec msg.equals("end")) {
            System.out.println("Client disconnected");
            break;
          } else {
            dos.writeUTF(rec msg);
     } catch (IOException e) {
       System.out.println("Error: " + e.getMessage());
```

```
Clientecho.java
import java.io.*;
import java.net.*;
import java.util.Scanner;
public class clientecho {
  public static void main(String[] args) {
     try (
       Socket soc = new Socket("localhost", 3110);
       DataOutputStream dos = new DataOutputStream(soc.getOutputStream());
       DataInputStream dis = new DataInputStream(soc.getInputStream());
       Scanner n = new Scanner(System.in)
     ) {
       System.out.println("Start echoing");
       String sent msg;
       while (true) {
         sent msg = n.nextLine();
         dos.writeUTF(sent msg);
         if (sent msg.equals("end")) {
            System.out.println("Disconnected");
            break;
          } else {
            System.out.println("Echoed from server: " + dis.readUTF());
         }}}
catch (IOException e) {
       System.out.println("Error: " + e.getMessage());
    }}}
```

OUTPUT:



PROGRAM:

```
Serverping.java
import java.io.*;
import java.net.*;
public class server{
  public static void main(String[] args) {
     int port = 12345;
     try (ServerSocket serverSocket = new ServerSocket(port)) {
       System.out.println("Server is running on port " + port);
       while (true) {
          try (Socket clientSocket = serverSocket.accept();
             PrintWriter out = new PrintWriter(clientSocket.getOutputStream(), true)) {
            System.out.println("Client connected.");
            out.println("Ping from server");
          } catch (IOException e) {
            System.err.println("Error handling client connection: " + e.getMessage());
     } catch (IOException e) {
       System.err.println("Could not start server: " + e.getMessage());
```

OUTPUT:

PROGRAM:

```
Servertcp.java
import java.io.*;
import java.net.ServerSocket;
import java.net.Socket;
public class servertcp{
  private static DataOutputStream dataOutputStream = null;
  private static DataInputStream dataInputStream = null;
  private static final String SAVE DIR = "C:\\Users\\Public\\";
  public static void main(String[] args) {
    try (ServerSocket serverSocket = new ServerSocket(5000)) {
       System.out.println("Listening on port: 5000");
       Socket clientSocket = serverSocket.accept();
       System.out.println(clientSocket + " connected.");
       dataInputStream = new DataInputStream(clientSocket.getInputStream());
       dataOutputStream = new DataOutputStream(clientSocket.getOutputStream());
      while (true) {
         String fileName = dataInputStream.readUTF();
         if (fileName.equalsIgnoreCase("exit")) {
            System.out.println("Client has disconnected.");
            break;
          }
          System.out.println("Receiving file: " + fileName);
         receiveFile(fileName);
         System.out.println("File received and saved as: " + SAVE DIR + fileName);
       }
       dataInputStream.close();
```

```
dataOutputStream.close();
       clientSocket.close();
     } catch (Exception e) {
       e.printStackTrace();
  } private static void receiveFile(String fileName) throws IOException {
     FileOutputStream fileOutputStream = null;
    try {
       File file = new File(SAVE DIR + fileName);
       fileOutputStream = new FileOutputStream(file);
       long fileSize = dataInputStream.readLong();
       System.out.println("Receiving file of size: " + fileSize + " bytes");
       byte[] buffer = new byte[4 * 1024];
       int bytesRead;
       long bytesRemaining = fileSize;
       while (bytesRemaining > 0 && (bytesRead = dataInputStream.read(buffer, 0, (int)
Math.min(buffer.length, bytesRemaining))) != -1) {
         fileOutputStream.write(buffer, 0, bytesRead);
         bytesRemaining -= bytesRead;
       }
  if (bytesRemaining > 0) {
         throw new IOException("File incomplete. Expected " + fileSize + " bytes but received " +
(fileSize - bytesRemaining) + " bytes.");
       }
       System.out.println("Completed receiving file: " + fileName);
     } finally {
       if (fileOutputStream != null) {
```

```
fileOutputStream.close();}}}
Clienttcp.java
import java.io.*;
import java.net.Socket;
import java.util.Scanner;
public class clienttcp{
  private static DataOutputStream dataOutputStream = null;
  private static DataInputStream dataInputStream = null;
  public static void main(String[] args) {
     Scanner scanner = new Scanner(System.in);
    try (Socket socket = new Socket("localhost", 5000)) {
       dataInputStream = new DataInputStream(socket.getInputStream());
       dataOutputStream = new DataOutputStream(socket.getOutputStream());
       while (true) {
         System.out.print("Enter the path of the file to send (or 'exit' to quit): ");
          String filePath = scanner.nextLine();
         if (filePath.equalsIgnoreCase("exit")) {
            dataOutputStream.writeUTF("exit");
            break;
         File file = new File(filePath);
         if (file.exists() && !file.isDirectory()) {
            String fileName = file.getName();
            dataOutputStream.writeUTF(fileName);
```

```
sendFile(filePath);
          System.out.println("File sent: " + fileName);
       } else {
          System.out.println("File not found or is a directory. Please enter a valid file path.");
     dataInputStream.close();
     dataOutputStream.close();
  } catch (Exception e) {
     e.printStackTrace();
  } finally {
     scanner.close();
private static void sendFile(String path) throws Exception {
  int bytes = 0;
  File file = new File(path);
  FileInputStream fileInputStream = new FileInputStream(file);
  dataOutputStream.writeLong(file.length());
  byte[] buffer = new byte[4 * 1024];
  while ((bytes = fileInputStream.read(buffer)) != -1) {
     dataOutputStream.write(buffer, 0, bytes);
     dataOutputStream.flush();
  fileInputStream.close();}}
```

OUTPUT: