Client Server Socket

Tugas :

1. Buatlah tampilan GUI untuk client – server socket berikut ini:

Client Socket :

```java
package SOCKET;
import java.net.*;
import java.io.*;
/**
 *
 * @author dsans
 */
public class DaytimeClient {
    public static void main(String[] args) {
        String hostname = "localhost";//args.length > 0 ? args[0] :
"time.nist.gov";
        Socket socket = null;

        try {
            socket = new Socket(hostname, 13);
            socket.setSoTimeout(15000);
            InputStream in = socket.getInputStream();
            StringBuilder time = new StringBuilder();
            InputStreamReader reader = new InputStreamReader(in, "ASCII");
            for(int c = reader.read(); c != -1; c = reader.read()){
                time.append((char) c);
            }
            System.out.println(time);
        } catch (IOException ex) {
            System.err.println(ex);
        } finally{
            if (socket != null) {
                try {
                    socket.close();
                } catch (IOException ex) {
                }
            }
        }
    }

}
```

Note : lakukan refactoring pada class berikut agar mudah untuk diakses oleh tampilan GUI.

Server Socket :

```java
package SOCKET;
import java.net.*;
import java.io.*;
import java.util.Date;
/**
 *
 * @author dsans
 */
public class DaytimeServer {
    public final static int PORT = 13;

    public static void main(String[] args) {
        try (ServerSocket server = new ServerSocket(PORT)) {
            while (true) {
                try (Socket connection = server.accept()) {
                    Writer out = new
OutputStreamWriter(connection.getOutputStream());
                    Date now = new Date();
                    out.write(now.toString() +"\r\n");
                    out.flush();
                    connection.close();
                }catch (IOException ex) {
                }
            }
        } catch (IOException ex) {
            System.err.println(ex);
        }
    }
}
```

Note : lakukan refactoring pada class berikut agar mudah untuk diakses oleh tampilan GUI.