Example # 01 (TCP, Simple Client/Server communication)

```
s.java
import java.io.*; import java.net.*;
public class s{
public static void main(String args[]) throws IOException{
ServerSocket s=new ServerSocket(1000);
System.out.println("Waiting for Client connection");
Socket c=s.accept();
System.out.println("Connection established");
ObjectOutputStream oos=new ObjectOutputStream(c.getOutputStream());
String msg="Message from Server machine";
oos.writeObject(msq);
                             C:\Windows\system32\cmd.exe
c.close();
                             Waiting for Client connection
Connection established
                             Press any key to continue .
          c.java
import java.io.*; import java.net.*;
public class c{
public static void main(String args[]) throws IOException, ClassNotFoundException{
Socket c=new Socket("127.0.0.1",1000);
ObjectInputStream ois=new ObjectInputStream(c.getInputStream());
String m=(String) ois.readObject();
System.out.println(m);
ois.close();
c.close();
                         C:\Windows\system32\cmd.exe
                         Message from Server machine
Press any key to continue .
```

key to continue .

Example # 02 (TCP, Simple Date & Time Client/Server)

SimpleTimeServer.java

```
import java.net.*; import java.util.*; import java.io.*;
public class SimpleTimeServer
  int i_Socket_Number = 8001;
  public SimpleTimeServer ()
    Socket clientSocket = null;
    try
      ServerSocket serverSocket = new ServerSocket(i_Socket_Number);
      while (serverSocket != null)
      -
        try
        {
          Soket = serverSocket.accept();
          System.out.println("Connection Established"):
          PrintStream ps = new PrintStream(Soket.getOutputStream());
          Date nowDate = new Date();
          ps.write( nowDate.toString().getBytes() );
          Soket.close();
        catch (Exception e)
          e.printStackTrace();
          serverSocket = null;
    }
    catch (Exception e)
      e.printStackTrace();
  public static void main(String args[])
    new SimpleTimeServer();
7
```

SimpleClient.java

```
import java.net.*; import java.io.*;
public class SimpleClient
  String s_Host = "localhost";
  int i_Port = 8001;
  public SimpleClient()
    for (int i = 0 ; i < 5 ; i++)
      try
        Socket socket = new Socket(s_Host, i_Port);
        if (socket != null)
          InputStream is = socket.getInputStream();
          BufferedReader bis=new BufferedReader(new InputStreamReader(is));
          System.out.println(bis.readLine());
          socket.close();
      catch (IOException ioe)
        ioe.printStackTrace();
      try
        Thread.sleep(5000);
      catch (InterruptedException ie)
    }
  public static void main(String args[])
    new SimpleClient();
}
```

```
Sun Mar 14 23:45:01 PDT 2010
Sun Mar 14 23:45:06 PDT 2010
Sun Mar 14 23:45:11 PDT 2010
Sun Mar 14 23:45:11 PDT 2010
Sun Mar 14 23:45:16 PDT 2010
Sun Mar 14 23:45:21 PDT 2010
Press any key to continue . . .
```

Example # 03 (TCP, Mutithreaded sever)

Srvr.java

```
import java.net.*;
import java.io.*;
public class Srvr {
    public static void main(String argv[]) {
            ServerSocket sSoc = new ServerSocket(2001);
            while(true) {
                Socket inSoc = sSoc.accept();
                SThread ST = new SThread(inSoc);
                ST.start();}
        catch (Exception e) {
            System.out.println("Oh Dear! " + e.toString());
            } /*end of method*/ }/*end of class*/
class SThread extends Thread {
    Socket threadSoc:
    SThread(Socket inSoc) {
        threadSoc = inSoc;
    public void run() {
        try .
            PrintStream ps = new PrintStream(threadSoc.getOutputStream());
            for (int i=0; i < 100; i++) {
               ps.println(i);
        catch (Exception e) {
            System.out.println("Whoops! " +
            e.toString());
        }
        try {
            threadSoc.close():
        catch (Exception e) {
           System.out.println("Oh no! " +
           e.toString());
                  /*end of run method*/ }/*end of class*/
```

Clint.java

```
import java.net.*;
import java.io.*;
public class Clint {
    public static void main(String argv[]) {
    Socket Soc;
    BufferedReader in:
    String message;
    try {
        Soc = new Socket("127.0.0.1",2001);
            in = new BufferedReader(new InputStreamReader(Soc.getInputStream()));
            for (int i = 0; i < 100; i++) {
                message = in.readLine();
                System.out.println(message); }
        catch (Exception e) {
            System.out.println("Died..." +
            e.toString());
        }
```

Output:

Will print 0-99 digits on client side.

Example # 04 (UDP, Simple sever and client application)

server1.java

```
import java.io.*; import java.net.*;

public class server1{
  public static void main(String args[]) throws IOException{
   DatagramSocket s=new DatagramSocket(1000);
  byte b[]=new byte[100];

  DatagramPacket p=new DatagramPacket(b.b.length);
  s.receive(p);
  b=p.getData();
  int len=p.getLength();
  for(int i=0;i<len;i++){
        System.out.print((char) b[i]);
   }
}

i

m
e
e
s
s
a
g
e
Press any key to continue . . .</pre>
```

client1.java