

PRACTICAL NO. 3

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Subject: Computer Network Lab

Aim: Java Socket Programming where a client sends a message and server receives and prints it.

Creating Client(Code and Output):

```
package Saloni;
```

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

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

```
public class MyClient{
```

```
public static void main(String[] args){
```

```
try{
```

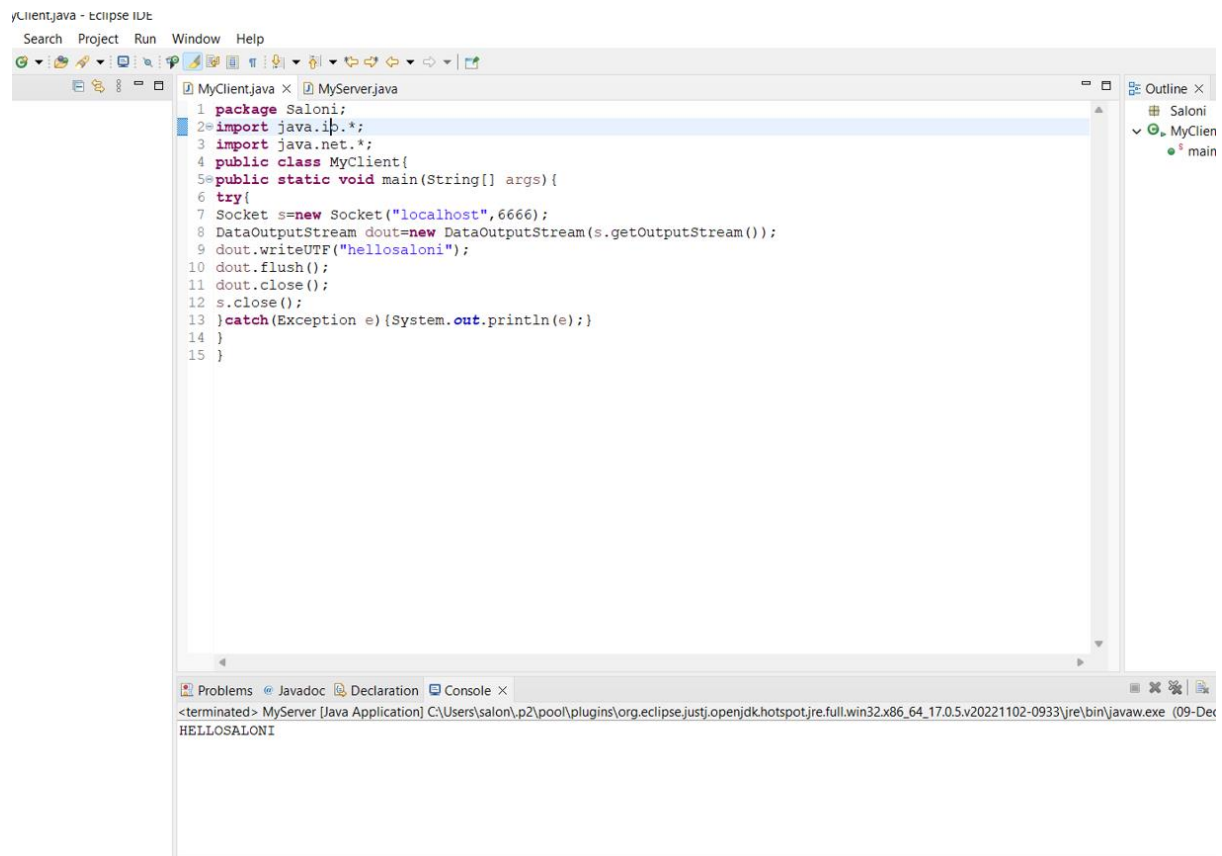
```
Socket s=new Socket("localhost",6666);
```

```
DataOutputStream dout=new
```

```
DataOutputStream(s.getOutputStream());
```

```
dout.writeUTF("hellosaloni");
```

```
dout.flush();  
dout.close();  
s.close();  
}catch(Exception e){System.out.println(e);}  
}  
}
```



Creating Server(Code and Output):

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

```
public class MyServer {  
    public static void main(String[] args){  
        try{  
            ServerSocket ss=new ServerSocket(6666);  
            Socket s=ss.accept();//establishes connection  
            DataInputStream dis=new  
            DataInputStream(s.getInputStream());  
            String str=(String)dis.readUTF();  
            for(int i=0;i<str.length();i++)  
            {  
                char ch=str.charAt(i);  
                ch=(char)(ch-32);  
                System.out.print(ch);  
            }  
            ss.close();  
        }catch(Exception e){System.out.println(e);  
        }  
    }  
}
```

