**SERVER SIDE**

import java.io.\*;

import java.net.\*;

public class ServerSide {

public static void main(String[]args)

{

try

{

ServerSocket ss=new ServerSocket(3306);

Socket s=ss.accept();//establishes connection

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

String str=(String)dis.readUTF();

System.out.println("message= "+str);

ss.close();

}

catch(Exception e)

{

System.out.println(e);

}

}

}

**CLIENT SIDE**

import java.io.\*;

import java.net.\*;

public class ClientSide

{

public static void main(String []args){

try{

Socket s = new Socket("localhost",3306);

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

dout.writeUTF("Hello Server");

dout.flush();

dout.close();

s.close();

}

catch(Exception e){

System.out.println(e);

}

}

}