# Serveur Concurrent :

**Programme Serveur :**

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

public class ServeurTh {
    static ServerSocket s;
    public static void main(String[] zero){
            try {
            s = new ServerSocket(2009);
            ExempleThread Th = new ExempleThread(s);
            Thread t = new Thread(Th);
            t.start();
            System.out.println(" Serveur concurrent prêt :");
        } catch (IOException e) {
            e.printStackTrace();
        }
    }
}

class ExempleThread implements Runnable {
    private ServerSocket S0;
    private Socket sock;
    ExempleThread(ServerSocket St){S0 = St;}
private int nbrclient = 1;
    public void run() {
        try   {
                while(true) {
                    sock = S0.accept();
                    System.out.println("Le client numéro "+nbrclient+ " est
connecté !");
                    nbrclient++;
                    sock.close();
                        }
            } catch (IOException e) {
            e.printStackTrace();
            }
        }
    }
}
```

**Programme Client :**

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

public class ClientTh {
public static void main(String[] zero){
        Socket soc;
        try {
            soc = new Socket("localhost",2009);
            soc.close();
        } catch (IOException e) {
            e.printStackTrace();
        }
    }
}
```