## Using TCP/IP sockets, write a client – server program to make the client send the file name and to make the server send back the contents of the requested file if present. Implement the above program using as message queues or FIFOs as IPC channels.

## ****What is socket programming?****

Socket programming is a way of connecting two nodes on a network to communicate with each other. One socket(node) listens on a particular port at an IP, while the other socket reaches out to the other to form a connection. The server forms the listener socket while the client reaches out to the server.

Server.java

import java.net.\*;

import java.io.\*;

public class TCPS

{

public static void main(String[] args) throws Exception

{

ServerSocket sersock=new ServerSocket(4000);

System.out.println("Server ready for connection");

Socket sock=sersock.accept();

System.out.println("Connection Is successful and waiting for chatting");

InputStream istream=sock.getInputStream();

BufferedReader fileRead=new BufferedReader(new InputStreamReader(istream));

String fname=fileRead.readLine();

BufferedReader ContentRead=new BufferedReader(new FileReader(fname));

OutputStream ostream=sock.getOutputStream();

PrintWriter pwrite=new PrintWriter(ostream,true);

String str;

while((str=ContentRead.readLine())!=null){

pwrite.println(str);

}

sock.close();

sersock.close();

pwrite.close();

fileRead.close();

ContentRead.close();

}

}

Client.java

import java.net.\*;

import java.io.\*;

public class TCPC

{

public static void main(String[] args) throws Exception

{

Socket sock=new Socket("127.0.01",4000);

System.out.println("Enter the filename");

BufferedReader keyRead=new BufferedReader(new InputStreamReader(System.in));

String fname=keyRead.readLine();

OutputStream ostream=sock.getOutputStream();

PrintWriter pwrite=new PrintWriter(ostream,true);

pwrite.println(fname);

InputStream istream=sock.getInputStream();

BufferedReader socketRead=new BufferedReader(new InputStreamReader(istream));

String str;

while((str=socketRead.readLine())!=null)

{

System.out.println(str);

}

pwrite.close();

socketRead.close();

keyRead.close();

}

}