**Server side code:**

import java.io.\*;

import java.net.\*;

public class server {

    public static void main(String[] args) {

        // The port the server will listen to

        int port = 12345;

        try {

            // Create a ServerSocket object that listens on port 12345

            ServerSocket serverSocket = new ServerSocket(port);

            System.out.println("Server is listening on port " + port);

            // Wait for a client to connect

            Socket clientSocket = serverSocket.accept();

            System.out.println("Client connected");

            // Create input and output streams to communicate with the client

            BufferedReader input = new BufferedReader(new InputStreamReader(clientSocket.getInputStream()));

            PrintWriter output = new PrintWriter(clientSocket.getOutputStream(), true);

            String clientMessage;

            // Keep reading messages from the client

            while ((clientMessage = input.readLine()) != null) {

                System.out.println("Client says: " + clientMessage);

                output.println("Server received: " + clientMessage);

            }

            // Close the connection after communication is done

            input.close();

            output.close();

            clientSocket.close();

            serverSocket.close();

        } catch (IOException e) {

            e.printStackTrace();

        }

    }

}

**Client side code:**

import java.io.\*;

import java.net.\*;

public class client {

    public static void main(String[] args) {

        String serverAddress = "localhost";  // Server address

        int port = 12345;                   // Server port

        try {

            // Create a Socket object to connect to the server

            Socket socket = new Socket(serverAddress, port);

            System.out.println("Connected to the server");

            // Create input and output streams to communicate with the server

            BufferedReader input = new BufferedReader(new InputStreamReader(socket.getInputStream()));

            PrintWriter output = new PrintWriter(socket.getOutputStream(), true);

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

            String userMessage;

            String serverResponse;

            // Send messages to the server

            while (true) {

                System.out.print("Enter message to send to server: ");

                userMessage = userInput.readLine();

                output.println(userMessage);  // Send user input to the server

                // Read server's response

                serverResponse = input.readLine();

                System.out.println("Server: " + serverResponse);

                if (userMessage.equalsIgnoreCase("exit")) {

                    break;  // Exit the loop if the user types "exit"

                }

            }

            // Close the connection

            userInput.close();

            input.close();

            output.close();

            socket.close();

        } catch (IOException e) {

            e.printStackTrace();

        }

    }

}