

Prepare a Client-Server application in which client will send a request a string to make it in upper case.

Server.java

```
1. import java.io.*;
2. import java.net.*;
3. public class server {
4.     public static void main(String [] arg)
5.     {
6.         try
7.         {
8.             ServerSocket ss= new ServerSocket(777);
9.             Socket s = ss.accept();
10.            System.out.println("Connection Established..");
11.            InputStream obj = s.getInputStream();
12.            BufferedReader br = new BufferedReader(new InputStreamReader(obj));
13.            String str=br.readLine();
14.            System.out.println("Client String : "+str);
15.            String str2=str.toUpperCase();
16.            OutputStream os = s.getOutputStream();
17.            PrintStream ps = new PrintStream(os);
18.            ps.println(str2);
19.        }
20.    catch(IOException e)
21.    {
22.        System.out.println("Error : "+e.getMessage());
23.    }
24. }
25. }
```

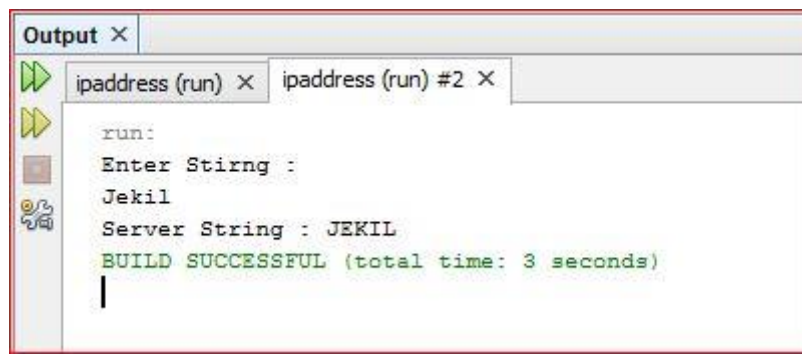
Client.java

```
1. import java.net.*;
2. import java.io.*;
3. public class client {
4.     public static void main(String [] arg)
5.     {
6.         try
7.         {
8.             Socket s = new Socket("localhost",777);
9.             BufferedReader br = new BufferedReader(new InputStreamReader(System.in));
10.            String str;
11.            System.out.println("Enter String : ");
12.            str=br.readLine();
13.            OutputStream os = s.getOutputStream();
14.            PrintStream pr = new PrintStream(os);
15.            pr.println(str);
```

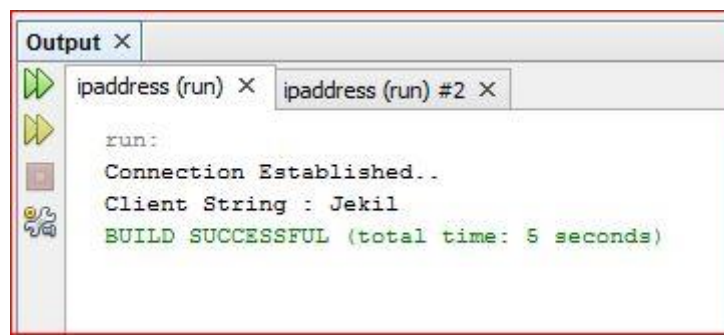
```

16.      BufferedReader      br2      =      new      BufferedReader(new
      InputStreamReader(s.getInputStream()));
17.      String str2;
18.      while((str2 = br2.readLine())!=null)
19.      System.out.println("Server String : "+str2);
20.  }
21.  catch(IOException i)
22.  {
23.      System.out.println("Error : "+i.getMessage());
24.  }
25.  }
26. }
    
```

OUTPUT



Client



Server