**Project2Task0Server**

import java.net.\*;  
import java.io.\*;  
import java.util.Scanner;  
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public class EchoServerUDP{  
 public static void main(String args[]){  
 DatagramSocket aSocket = null;  
 byte[] buffer = new byte[1000];  
 System.*out*.println("The server is running.");  
 Scanner readInput = new Scanner(System.*in*);  
 System.*out*.println("Please insert the port to listen");  
 int listenPort = readInput.nextInt();  
 try{  
 aSocket = new DatagramSocket(listenPort);  
 DatagramPacket request = new DatagramPacket(buffer, buffer.length);  
 // Whenever the aSocket receive a request from the client side, it will document its data, length, address  
 // and port into "reply". It will then print out the request string and send a reply back  
 while(true){  
 // receive a request from the client  
 aSocket.receive(request);  
 // Create a DatagramPacket object with the request  
 DatagramPacket reply = new DatagramPacket(request.getData(),  
 request.getLength(), request.getAddress(), request.getPort());  
 String requestString = new String(request.getData()).substring(0,request.getLength());  
 // send the reply back to the client  
 aSocket.send(reply);  
 if(requestString.equals("halt!")){  
 System.*out*.println("Server side quitting");  
 break;  
 }  
 // print out the request in a string form from byte form  
 System.*out*.println("Echoing: "+requestString);  
 }  
 }catch (SocketException e){System.*out*.println("Socket: " + e.getMessage());  
 }catch (IOException e) {System.*out*.println("IO: " + e.getMessage());  
 }finally {if(aSocket != null) aSocket.close();}  
 }  
}