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

class server
{
 public static void main(String args[])
  {
   try
    {
     ServerSocket s=new ServerSocket(8001);
     Socket c=s.accept();
     System.out.println("Connected to client");
     while(true)
      {
       BufferedReader b=new BufferedReader(new InputStreamReader(c.getInputStream()));
       String s1=b.readLine();
       System.out.println("From client : "+s1);
       if(s1.compareTo("exit")==0)
        {
         System.exit(0);
        }
       BufferedReader io=new BufferedReader(new InputStreamReader(System.in));
       System.out.println("Enter a string : ");
       String s2=io.readLine();
       PrintWriter p=new PrintWriter(c.getOutputStream(),true);
       p.println(s2);
       if(s2.compareTo("exit")==0)
        {
         System.exit(0);
        }
      }
    }
   catch(Exception e)
    {
     System.out.println(e);
    }
  }
}
```

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

class client
{
 public static void main(String args[])
  {
   try
    {
     Socket s=new Socket("172.16.8.86",8001);
     System.out.println("Connected to server");
     while(true)
      {
       BufferedReader io=new BufferedReader(new InputStreamReader(System.in));
       System.out.println("Enter a String : ");
       String s1=io.readLine();
       PrintWriter p=new PrintWriter(s.getOutputStream(),true);
       p.println(s1);
       if(s1.compareTo("exit")==0)
        {
         System.exit(0);
        }
       BufferedReader b=new BufferedReader(new InputStreamReader(s.getInputStream()));
       String s2=b.readLine();
       System.out.println("From server : "+s2);
       if(s2.compareTo("exit")==0)
        {
         System.exit(0);
        }
      }
    }
   catch(Exception e)
    {
     System.out.println(e);
    }
  }
}
```

```
D:\program2>javac server.java

D:\program2>java server
connected to client
from client : hi
enter a string
hello
from client : how are you
enter a string
fine!!
from client : exit

D:\program2>
```

```
D:\Lab 2>javac client.java

D:\Lab 2>java client
Connected to server
Enter a String : hi
From server: hello
Enter a String : how are you
From server: fine!!
Enter a String : exit

D:\Lab 2>
```