client.java

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

public class client{
    public static void main(String[] args) throws IOException
        Socket s = new Socket("localhost", 4999);

        PrintWriter pr = new PrintWriter(s.getOutputStream())
        pr.println("is it working");
        pr.flush();

        InputStreamReader in = new InputStreamReader(s.getInp
        BufferedReader bf = new BufferedReader(in);

        String str = bf.readLine();
        System.out.println("server : "+ str);

    }
}
```

server.java

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

public class server{
    public static void main(String[] args) throws IOException
        ServerSocket ss = new ServerSocket(4999);
        Socket s = ss.accept();

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

        InputStreamReader in = new InputStreamReader(s.getInp
        BufferedReader bf = new BufferedReader(in);

        String str = bf.readLine();
        System.out.println("client : "+ str);

        PrintWriter pr = new PrintWriter(s.getOutputStream())
        pr.println("hello");
        pr.flush();

    }
}
```