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/**
 * This is a demo client-side socket connection program for a multi-
 * threaded client-server
 * architecture based on Runnable interface. The Client sends some
 * messages to the Server
 * and the Server instantly sends them back to the Client (a.k.a.
 * Echo-Server).
 */

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

public class Client {

    public static void main(String[] args)
    {
        // establish a connection
        try (Socket socket = new Socket("localhost", 2021)) {

            // writing to server
            PrintWriter out = new PrintWriter(
                socket.getOutputStream(), true);

            // reading from server
            BufferedReader in
                = new BufferedReader(new InputStreamReader(
                    socket.getInputStream()));

            // object of scanner class
            Scanner sc = new Scanner(System.in);
            String line = null;

            while (!"exit".equalsIgnoreCase(line)) {

                // reading from user
                line = sc.nextLine();

                // sending the user input to server
                out.println(line);
                out.flush();

                // displaying server reply
                System.out.println("Server replied "
                    + in.readLine());
            }

            // closing the scanner object
            sc.close();
        }
        catch (IOException e) {
            e.printStackTrace();
        }
    }
}

```