Progressive Education Society’s

**MODERN COLLEGE OF ENGINEERING, Pune -05.**

(An Autonomous Institute Affiliated to Savitribai Phule Pune University)

MCA Department

**PRACTICAL SUBMISSION RECORD- A.Y. 2024-25**

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| **Class: FYMCA Div: A**  **Semester: II** | **Course Code: MCA01554**  **Course Name: Java Programming Laboratory** | | **Batch: F2** |
| **Name: Pranav Raju Malwatkar** | | **Roll No: 51037** | |
| **CO No: CO515.3** | | **Assignment No: 7** | |

**Program Title: 7) Write a Java Socket program for client server chatting application.**

**Program Code:**

Server.java

import java.io.\*;

import java.net.\*;

public class Server {

public static void main(String[] args) {

ServerSocket serverSocket = null;

Socket socket = null;

BufferedReader input = null;

PrintWriter output = null;

BufferedReader consoleInput = null;

try {

serverSocket = new ServerSocket(12345);

System.out.println("Server is waiting for a client...");

socket = serverSocket.accept();

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

input = new BufferedReader(new InputStreamReader(socket.getInputStream()));

output = new PrintWriter(socket.getOutputStream(), true);

consoleInput = new BufferedReader(new InputStreamReader(System.in));

String clientMessage, serverMessage;

while (true) {

clientMessage = input.readLine();

if (clientMessage == null || clientMessage.equalsIgnoreCase("exit")) {

System.out.println("Client disconnected.");

break;

}

System.out.println("Client: " + clientMessage);

System.out.print("Server: ");

serverMessage = consoleInput.readLine();

output.println(serverMessage);

if (serverMessage.equalsIgnoreCase("exit")) {

break;

}

}

} catch (IOException e) {

e.printStackTrace();

} finally {

try {

if (input != null) input.close();

if (output != null) output.close();

if (consoleInput != null) consoleInput.close();

if (socket != null) socket.close();

if (serverSocket != null) serverSocket.close();

} catch (IOException e) {

e.printStackTrace();

}

}

}

}

Client.java

//Write a Java Socket program for client server chatting application.

//Main.java

public class Q7 {

    public static void main(String[] args) {

        // Start the server

        new Thread(() -> Server.main(null)).start();

        // Start the client

        new Thread(() -> Client.main(null)).start();

    }

}

**Output:**

