CLIENT.java

import java.net.\*;

import java.io.\*;

public class client{

public static void main(String args[])throws IOException{

Socket s=null;

BufferedReader b=null;

try{

s=new Socket(InetAddress.getLocalHost(),98);

b=new BufferedReader(new InputStreamReader(s.getInputStream()));

}catch(Exception e){

System.out.println("I do not host");

e.printStackTrace();

}

String inp;

while((inp=b.readLine())!=null){

System.out.println(inp);

}

b.close();

s.close();

}

}

SERVER.JAVA

import java.net.\*;

import java.io.\*;

public class Server{

public static void main(String args[])throws IOException{

ServerSocket s1=null;

try{

s1=new ServerSocket(98);

}catch(Exception e){

System.out.println("Port not found");

e.printStackTrace();

}

Socket c=null;

try{

c=s1.accept();

System.out.println("Connection from"+c);

}catch(Exception e){

System.out.println("not accepted");

e.printStackTrace();

}

PrintWriter out=new PrintWriter(c.getOutputStream(),true);

BufferedReader in=new BufferedReader(new InputStreamReader(c.getInputStream()));

String l;

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

System.out.println("I am ready type now");

while((l=sin.readLine())!=null){

out.println(l);

}

out.close();

sin.close();

c.close();

s1.close();

}

}