

Assignment No 1(A)

To develop any distributed application through implementing client-server communication programs based on Java Sockets.

//Server.java

```
package assignment1;
import java.io.IOException;
import java.io.PrintStream;
import java.net.ServerSocket;
import java.net.Socket;
import java.util.Scanner;
public class server
{
    public static void main(String args[]) throws IOException
    {
        int number,temp;
        ServerSocket s1=new ServerSocket(1342);
        Socket ss=s1.accept();
        Scanner sc=new Scanner(ss.getInputStream());
        number=sc.nextInt();

        temp=number*number;

        PrintStream p=new PrintStream(ss.getOutputStream());
        p.println(temp);
    }
}
```

//Client.java

```
package assignment1;
import java.io.IOException;
import java.io.PrintStream;
import java.net.Socket;
import java.net.UnknownHostException;
import java.util.Scanner;

public class client
{
    public static void main(String args[]) throws UnknownHostException,
    IOException
    {
        int number,temp;
        Scanner sc=new Scanner(System.in);
        Socket s=new Socket("127.0.0.1",1342);
        Scanner sc1=new Scanner(s.getInputStream());
        System.out.println("Enter any number");
        number=sc.nextInt();
        PrintStream p=new PrintStream(s.getOutputStream());
        p.println(number);
        temp=sc1.nextInt();
        System.out.println("Square of number is : ");
        System.out.println(temp);
    }
}
```