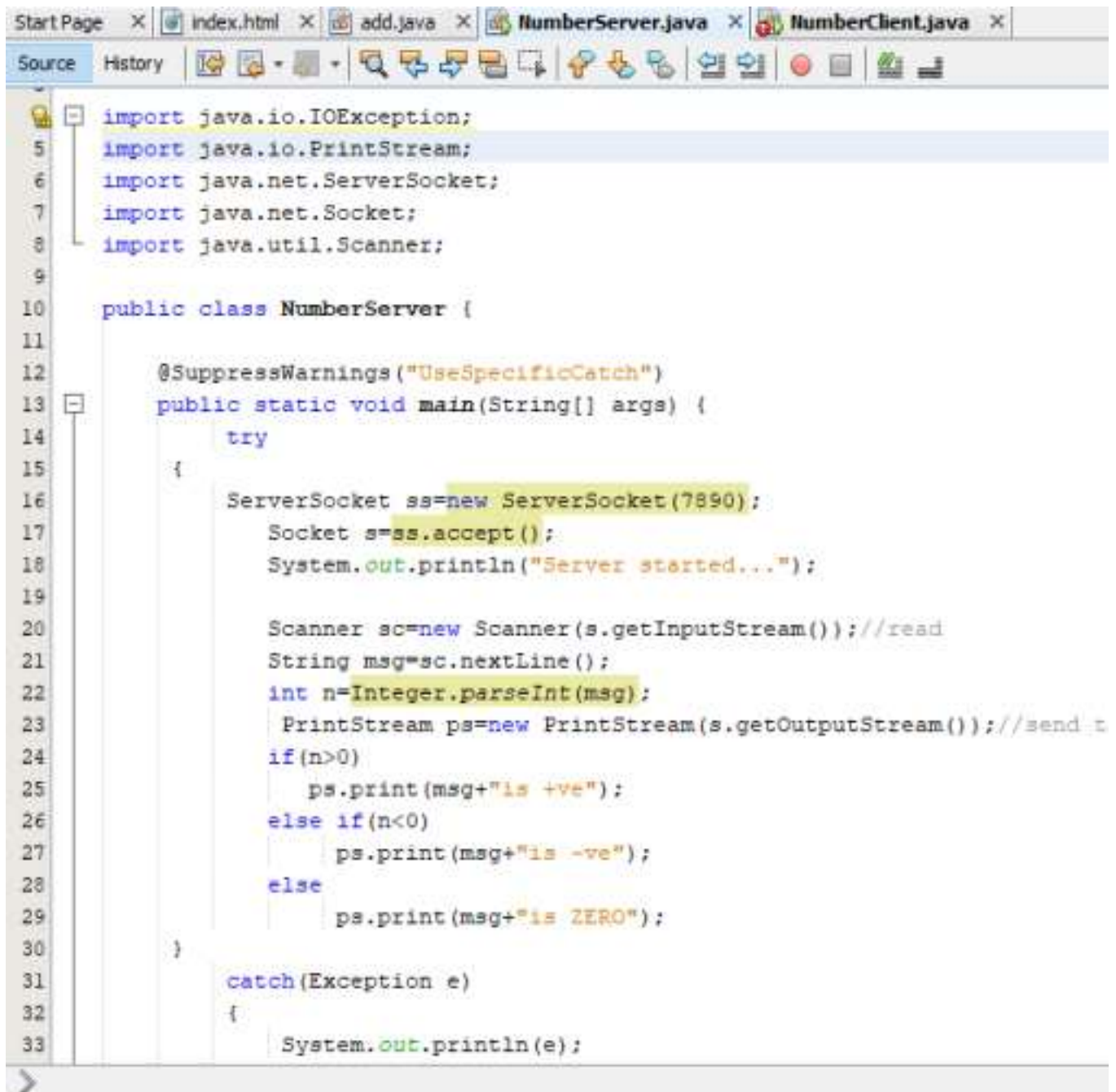


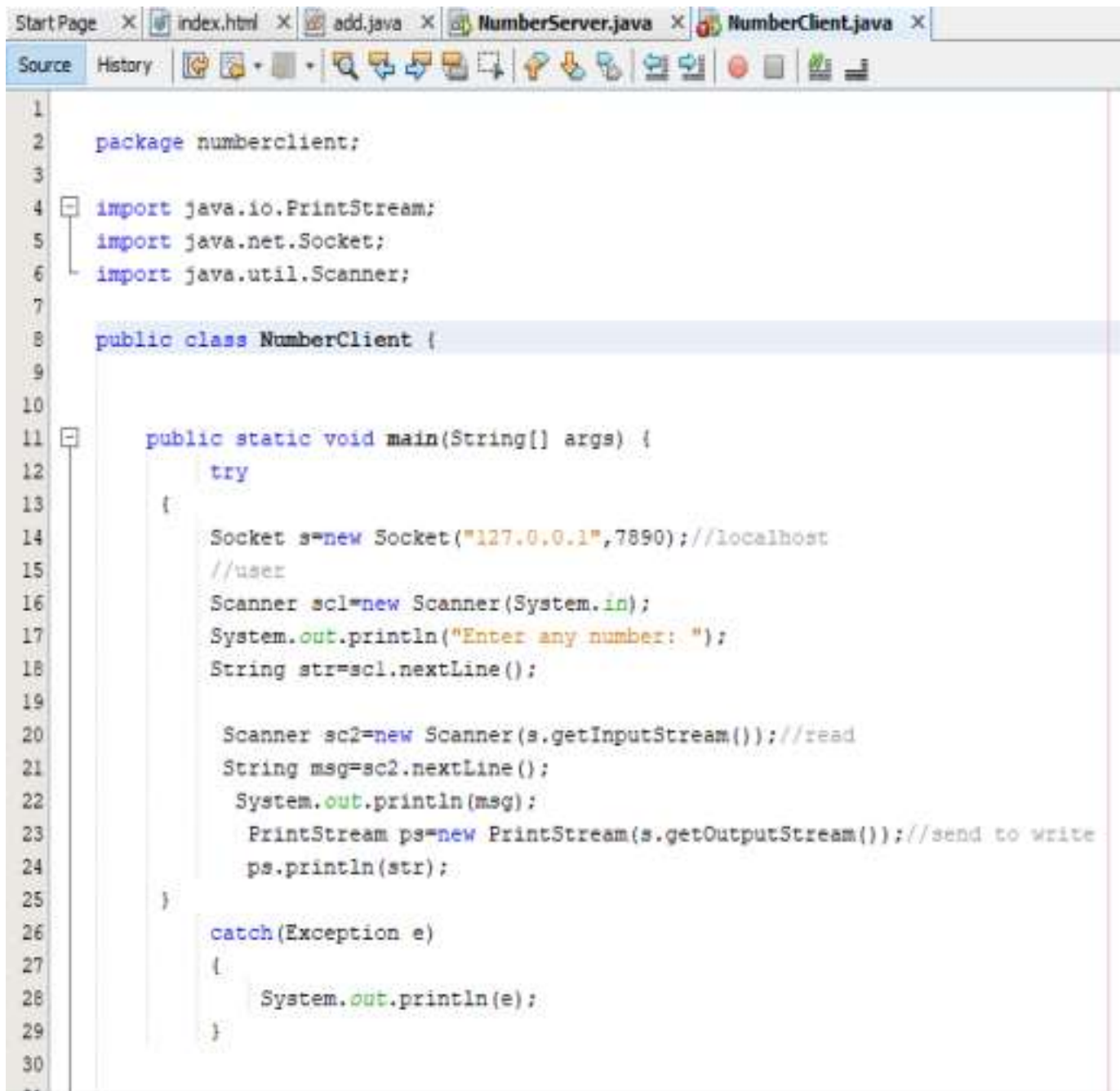
PRACTICAL 1 :- IMPLEMENTATION OF SERVER CLIENT PROGRAM USING JAVA SOCKET PROGRAMMING.

Server program:-



```
1 import java.io.IOException;
2 import java.io.PrintStream;
3 import java.net.ServerSocket;
4 import java.net.Socket;
5 import java.util.Scanner;
6
7 public class NumberServer {
8
9     @SuppressWarnings("UseSpecificCatch")
10    public static void main(String[] args) {
11        try
12        {
13            ServerSocket ss=new ServerSocket(7890);
14            Socket s=ss.accept();
15            System.out.println("Server started...");
16
17            Scanner sc=new Scanner(s.getInputStream()); //read
18            String msg=sc.nextLine();
19            int n=Integer.parseInt(msg);
20            PrintStream ps=new PrintStream(s.getOutputStream()); //send t
21            if(n>0)
22                ps.print(msg+"is +ve");
23            else if(n<0)
24                ps.print(msg+"is -ve");
25            else
26                ps.print(msg+"is ZERO");
27        }
28        catch(Exception e)
29        {
30            System.out.println(e);
31        }
32    }
33 }
```

Client program:-



```
1
2 package numberclient;
3
4 import java.io.PrintStream;
5 import java.net.Socket;
6 import java.util.Scanner;
7
8 public class NumberClient {
9
10
11     public static void main(String[] args) {
12         try
13         {
14             Socket s=new Socket("127.0.0.1",7890);//localhost
15             //user
16             Scanner scl=new Scanner(System.in);
17             System.out.println("Enter any number: ");
18             String str=scl.nextLine();
19
20             Scanner sc2=new Scanner(s.getInputStream());//read
21             String msg=sc2.nextLine();
22             System.out.println(msg);
23             PrintStream ps=new PrintStream(s.getOutputStream());//send to write
24             ps.println(str);
25         }
26         catch(Exception e)
27         {
28             System.out.println(e);
29         }
30     }
31 }
```

OUTPUT:-



```
NumberServer (run) x NumberClient (run) #2 x
run:
Server started...

Enter any number:
3
```