

for communication use the classes `DataOutputStream` and `DataInputStream` and the methods `wirteUTF` and `readUTF`

ChatGPT

Sure, here's a simple example of a TCP client and server in Java:

TCP Server:

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```
import java.io.*;
import java.net.*;

public class TCPServer {
    public static void main(String[] args) {
        try {
            ServerSocket serverSocket = new ServerSocket(12345);
            System.out.println("Server started. Waiting for client...");

            Socket clientSocket = serverSocket.accept();
            System.out.println("Client connected.");

            DataInputStream dis = new DataInputStream(clientSocket.getInputStream());
            DataOutputStream dos = new DataOutputStream(clientSocket.getOutputStream());

            String message = dis.readUTF();
            System.out.println("Received message from client: " + message);

            // Reverse the message
            StringBuilder reversedMessage = new StringBuilder(message).reverse();

            dos.writeUTF(reversedMessage.toString());
            System.out.println("Sent reversed message to client: " + reversedMessage);

            dos.close();
            dis.close();
            clientSocket.close();
            serverSocket.close();
        } catch (IOException e) {
            e.printStackTrace();
        }
    }
}
```

TCP Client:

javaCopy code

```
import java.io.*;
import java.net.*;

public class TCPClient {
    public static void main(String[] args) {
        try {
            Socket socket = new Socket("localhost", 12345);
            DataInputStream dis = new DataInputStream(socket.getInputStream());
            DataOutputStream dos = new DataOutputStream(socket.getOutputStream());

            String message = "Hello, Server!";
            System.out.println("Sending message to server: " + message);
            dos.writeUTF(message);

            String reversedMessage = dis.readUTF();
            System.out.println("Received reversed message from server: " + reversedMessage);

            dos.close();
            dis.close();
            socket.close();
        } catch (IOException e) {
            e.printStackTrace();
        }
    }
}
```

In this example, the server listens on port 12345. When a client connects, it reads a message from the client, reverses it, and sends it back. The client sends the message "Hello, Server!" to the server, reads the reversed message, and prints it.



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