**Server**

import java.io.\*;

import java.net.\*;

public class MyServer1

{

ServerSocket ss;

Socket s;

DataInputStream dis;

DataOutputStream dos;

public MyServer1() {

try

{

System.out.println("Server Started");

ss=new ServerSocket(10);

s=ss.accept();

System.out.println(s);

System.out.println("CLIENT CONNECTED");

dis= new DataInputStream(s.getInputStream());

dos= new DataOutputStream(s.getOutputStream());

ServerChat();

} catch(Exception e){

System.out.println(e);

}

}

public static void main (String as[]) {

new MyServer1();

}

public void ServerChat() throws IOException {

String str, s1;

do

{

str=dis.readUTF();

System.out.println("Client Message:"+str);

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

s1=br.readLine();

dos.writeUTF(s1);

dos.flush();

} while(!s1.equals("bye"));

}

}

**Client**

import java.io.\*;

import java.net.\*;

public class MyClient1

{

Socket s;

DataInputStream din;

DataOutputStream dout;

public MyClient1()

{

try

{

s=new Socket("192.168.9.83",10);

System.out.println(s);

din= new DataInputStream(s.getInputStream());

dout= new DataOutputStream(s.getOutputStream());

ClientChat();

}

catch(Exception e)

{

System.out.println(e);

}

}

public void ClientChat() throws IOException

{

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

String s1;

do

{

s1=br.readLine();

dout.writeUTF(s1);

dout.flush();

System.out.println("Server Message:"+din.readUTF());

}

while(!s1.equals("stop"));

}

public static void main(String as[])

{

new MyClient1();

}

}

**Output**



