BCSE308P COMPUTER NETWORKS

ASSIGNMENT

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CONCURRENT CLIENT-SERVER CHAT PROGRAM

Client Program

```
import java.net.*;
import java.io.*;
public class ConcurrentClient
    private Socket socket = null;
    private DataInputStream input = null;
    private DataInputStream in = null;
    private DataOutputStream out = null;
    public ConcurrentClient(String address, int port)
        try
            socket = new Socket(address, port);
            System.out.println("Connected");
            input = new DataInputStream(System.in);
            in = new DataInputStream(new
BufferedInputStream(socket.getInputStream()));
            out = new DataOutputStream(socket.getOutputStream());
        catch(UnknownHostException u)
            System.out.println(u);
        catch(IOException i)
            System.out.println(i);
        String line = "";
        while (! line.equals("Over"))
            try
                System.out.print("To server: ");
                line = input.readLine();
                out.writeUTF(line);
                System.out.print("From server: ");
                line = in.readUTF();
                System.out.println(line);
            catch(IOException i)
```

```
System.out.println(i);

}

try
{
    input.close();
    in.close();
    socket.close();
}

catch(IOException i)
{
    System.out.println(i);
}

public static void main(String args[])
{
    ConcurrentClient client = new ConcurrentClient("127.0.0.1", 5000);
}
```

```
import java.net.*;
import java.io.*;
class ThreadDemo implements Runnable
    private DataInputStream in = null;
    private DataOutputStream out = null;
    private DataInputStream input = null;
    private Socket s;
    ThreadDemo(Socket s)
        this.s = s;
    public void run()
        String line = "";
        try
        {
            in = new DataInputStream(new
BufferedInputStream(s.getInputStream()));
            out = new DataOutputStream(s.getOutputStream());
            input = new DataInputStream(System.in);
            while (!line.equals("Over"))
            {
                System.out.print("From client: ");
                line = in.readUTF();
                if (line.equals("Over"))
                    break;
                System.out.println(line);
                System.out.print("To client: ");
                line = input.readLine();
                out.writeUTF(line);
            in.close();
            out.close();
            System.out.print("Closing connection...");
            s.close();
        catch(IOException i)
            System.out.println(i);
        }
public class ConcurrentServer
    private Socket = null;
    private ServerSocket server = null;
    public ConcurrentServer(int port)
```

```
try
        {
            server = new ServerSocket(port);
            System.out.println("Server started\nWaiting for a client
...");
           while (true)
            {
                socket = server.accept();
                System.out.println("Client accepted");
                ThreadDemo td = new ThreadDemo(socket);
                Thread t = new Thread(td);
                t.start();
        }
        catch(IOException i)
            System.out.println(i);
        }
   public static void main(String args[])
        ConcurrentServer server = new ConcurrentServer(5000);
    }
```

Output

