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To write a server-client program in Java for chatting using UDP.

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To write a server-client program in Java for chatting using TCP.

EXPERIMENT – 2

AIM OF THE EXPERIMENT: -

Write a program to find the IP address and host name of your system.

CODE: -

```
package iphost;

import java.net.InetAddress;
import java.net.UnknownHostException;

public class Ip_Host_Name {
    public static void main(String[] args) {
        InetAddress ip;
        String HostName;
        try {
            ip = InetAddress.getLocalHost();
            HostName = ip.getHostName();
            System.out.println("Your IP Address - " + ip);
            System.out.println("Your Host Name - " + HostName);
        }
        catch (UnknownHostException e) {
            e.printStackTrace();
        }
    }
}
```

RESULT: -

Your IP Address - LAPTOP-DESKOP/192.168.56.1

Your Host Name - LAPTOP-DESKOP

EXPERIMENT – 3

AIM OF THE EXPERIMENT: -

Some basic java programs

CODE: -

➤ TO FIND THE AREA OF A CIRCLE:

```
package basicprogram;

import java.util.Scanner;

public class basicprogram {

    public static void main(String[] args) {

        Scanner a=new Scanner(System.in);

        System.out.println("Enter the radius- ");

        int radius= a.nextInt();

        double area = 3.14*radius*radius;

        System.out.println("Area of the circle = " + area);

    }

}
```

RESULT: -

Enter the radius-

10

Area of the circle = 314.0

➤ TO FIND IF A GIVEN YEAR IS A LEAP YEAR OR NOT:

```
package basicprogram;

import java.util.Scanner;

public class basicprogram2 {
```

```

public static void main(String[] args) {
    Scanner a=new Scanner(System.in);
    System.out.println("Enter the leap year- ");
    int ly= a.nextInt();

    if ((ly % 4 == 0) || (ly % 100 == 0)) {
        System.out.print(ly + " is a leap year");
    }else {
        System.out.println(ly + " is not a leap year");
    }
}

```

RESULT:

Enter the leap year-

2099

2099 is not a leap year

➤ TO FIND IF A GIVEN NUMBER IS DIVISIBLE BY BOTH 2 AND 5:

```

package basicprogram;

```

```

import java.util.Scanner;

```

```

public class basicprogram3 {

```

```

    public static void main(String[] args) {

```

```

        Scanner a=new Scanner(System.in);

```

```

        System.out.println("Enter the Number- ");

```

```

        int n= a.nextInt();

```

```

        if ((n % 2 == 0) && (n % 5 == 0)) {

```

```

            System.out.print(n + " is a number divisible by both 2 and 5.");

```

```
        } else {  
            System.out.println(n + " is not divisible by both 2 and 5.");  
        }  
    }  
}
```

RESULT:

Enter the Number-

87

87 is not divisible by both 2 and 5.

EXPERIMENT – 4

AIM OF THE EXPERIMENT: -

Write a program to design a one-way communication from client to server using TCP client server application.

CODE: -

SERVER:

```
package task3;

import java.io.*;
import java.net.ServerSocket;
import java.net.Socket;

public class task3server {

    public static void main(String[] args)throws Exception {

        ServerSocket sersock = new ServerSocket(6000);

        System.out.println("server ready");

        Socket sock = sersock.accept();

        OutputStream ostream = sock.getOutputStream();

        BufferedWriter bw1 = new BufferedWriter(new
OutputStreamWriter(ostream));

        String s2 = "Hello " + new java.util.Date();

        bw1.write(s2);

        bw1.close(); ostream.close(); sock.close(); sersock.close();

    }

}
```


CLIENT:

```
package task3;

import java.io.*;
import java.net.Socket;

public class task3client {

    public static void main(String[] args) throws Exception {

        Socket sock = new Socket("127.0.0.1", 6000);

        InputStream istream = sock.getInputStream();

        BufferedReader br1 = new BufferedReader(new
InputStreamReader(istream));

        String s1 = br1.readLine();

        System.out.println(s1);

        br1.close(); istream.close(); sock.close();

    }

}
```

RESULT: -

SERVER:

Server is ready

CLIENT:

Hello Fri May 29 13:48:32 IST 2020

EXPERIMENT – 5

AIM OF THE EXPERIMENT: -

Write a program to design a one-way communication from server to client using TCP client server application.

CODE: -

SERVER:

```
package task4;

import java.net.Socket;
import java.util.Scanner;
import java.net.ServerSocket;
import java.io.PrintStream;;

public class Task4Server {

    public static void main(String[] args)throws Exception {

        ServerSocket ss=new ServerSocket(5099);

        Socket ss1=ss.accept();

        System.out.println("Enter the Statement - ");

        Scanner s = new Scanner(System.in);

        String c = s.nextLine();

        PrintStream p = new PrintStream(ss1.getOutputStream());

        p.println(c);

    }

}
```

CLIENT:

```
package task4;

import java.net.Socket;
import java.util.Scanner;

public class Task4Client {

    public static void main(String[] args) throws Exception {

        Socket S0 = new Socket("127.0.0.1",5099);

        Scanner S1 = new Scanner(S0.getInputStream());

        String L = S1.nextLine();

        System.out.println("the received statement - " + L);

    }

}
```

RESULT: -

SERVER:

Enter the Statement -

Jupiter is a gas giant.

CLIENT:

the received statement - Jupiter is a gas giant.

EXPERIMENT -6

AIM OF THE EXPERIMENT: -

Write a program to design two-way communication using TCP client-server application.

CODE: -

CLIENT:

```
package task5;

import java.io.*;
import java.net.Socket;
import java.util.Scanner;

public class task5client {

    public static void main(String[] args) throws Exception {

        Socket s0 = new Socket("127.0.0.1",3000);

        System.out.println("enter a value");

        Scanner s = new Scanner(System.in);

        int n = s.nextInt();

        PrintStream p = new PrintStream(s0.getOutputStream());

        p.println(n);

        Scanner s1 = new Scanner(s0.getInputStream());

        int t = s1.nextInt();

        System.out.println("final output = " + t);

    }

}
```

SERVER:

```
package task5;

import java.io.*;
import java.net.ServerSocket;
import java.io.PrintStream;
import java.net.Socket;
import java.util.Scanner;

public class task5server {

    public static void main(String[] args) throws Exception {

        ServerSocket ss = new ServerSocket (3000);

        Socket ss1 = ss.accept();

        Scanner s1 = new Scanner (ss1.getInputStream());

        int a = s1.nextInt();

        int b = 30;

        int c = a+b;

        PrintStream p = new PrintStream(ss1.getOutputStream());

        p.println(c);

    }

}
```

RESULT: -**CLIENT:**

enter a value

25

final output = 55

EXPERIMENT – 7

AIM OF THE EXPERIMENT: -

Write a program to transfer text file using TCP client-server application.

CODE: -

SERVER:

```
package task6;

import java.io.FileInputStream;
import java.io.OutputStream;
import java.net.ServerSocket;
import java.net.Socket;

public class task6server {

    public static void main(String[] args)throws Exception {

        ServerSocket ss = new ServerSocket (3100);

        Socket ss1 = ss.accept();

        FileInputStream f1 = new FileInputStream ("C:\\stext.txt");

        byte d[] = new byte[200];

        f1.read(d,0,d.length);

        OutputStream os = ss1.getOutputStream();

        os.write(d,0,d.length);

        os.close(); f1.close(); ss1.close(); ss.close();

    }

}
```

CLIENT:

```

package task6;

import java.io.*;

import java.net.InetAddress;

import java.net.Socket;

public class task6client {

    public static void main(String[] args) throws Exception {

        Socket s0 = new Socket("127.0.0.1",3100);

        byte[] d = new byte[200];

        InputStream is = s0.getInputStream();

        FileOutputStream f0 = new
FileOutputStream("C:\\Users\\LANIAKEA\\Desktop\\PROGRAMS\\JAVA
PROGRAMS (ECLIPSE)\\Semester-2\\src\\task6\\c.txt");

        is.read(d,0,d.length);

        f0.write(d,0,d.length);

        f0.close();

        is.close();

        s0.close();

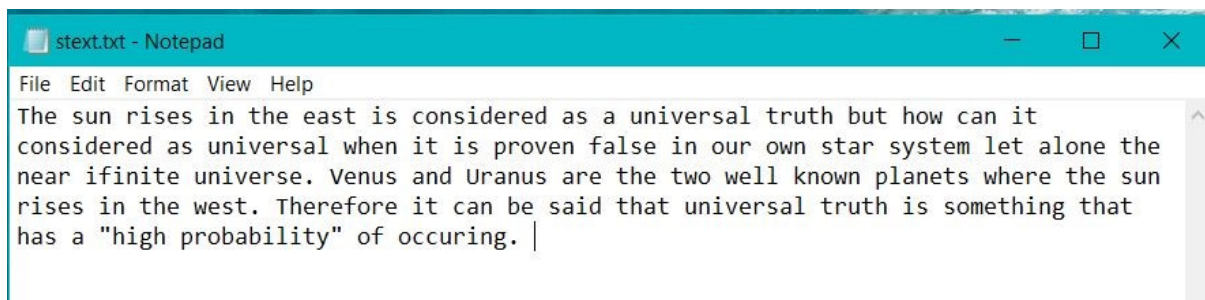
    }

}

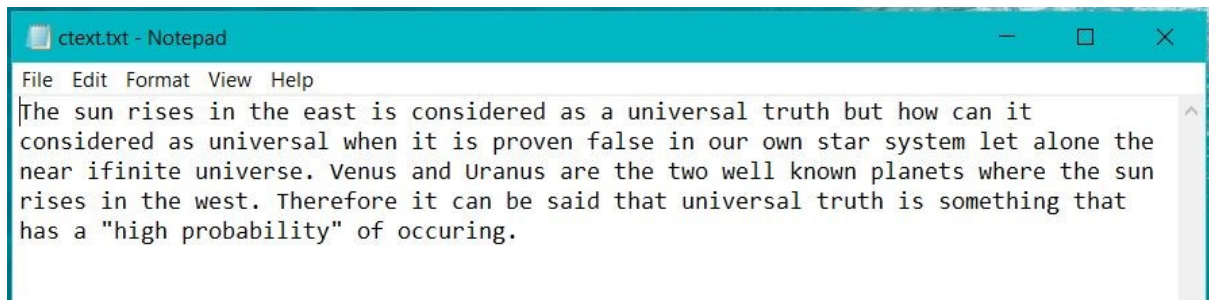
```

RESULT: -

SERVER:



CLIENT:



EXPERIMENT – 8

AIM OF THE EXPERIMENT: -

Write a program to design a one-way communication from client to server using UDP client-server application.

CODE: -

CLIENT:

```
package task7;

import java.net.*;
import java.util.Scanner;

public class task7client {

    public static void main(String[] args)throws Exception {

        DatagramSocket a = new DatagramSocket();

        Scanner s = new Scanner (System.in);

        System.out.println("Enter the message to be sent: ");

        String n = s.nextLine();

        byte ar[] = new byte [1000];

        ar = n.getBytes();

        DatagramPacket p = new DatagramPacket (ar,ar.length,
        InetAddress.getLocalHost(),4990);

        a.send(p);

    }

}
```

SERVER:

```
package task7;

import java.net.*;

public class task7server {
```

```

public static void main(String[] args)throws Exception {
    DatagramSocket s = new DatagramSocket(4990);
    byte b[] = new byte[1000];
    DatagramPacket t = new DatagramPacket(b,b.length);
    s.receive(t);
    String st = new String(t.getData());
    System.out.println("Received message is: ");
    System.out.println(st);
}
}

```

RESULT: -

CLIENT:

Enter the message to be sent:

Milky way galaxy is a spiral Galaxy.

SERVER:

Received message is:

Milky way galaxy is a spiral Galaxy.

EXPERIMENT – 9

AIM OF THE EXPERIMENT: -

Write a program to design a one-way communication from server to client using UDP client-server application.

CODE: -

SERVER:

```
package task8;

import java.net.*;
import java.util.Scanner;

public class task8server {

    public static void main(String[] args)throws Exception {

        DatagramSocket a = new DatagramSocket();

        Scanner s = new Scanner (System.in);

        System.out.println("Enter the message: ");

        String n = s.nextLine();

        byte ar[] = new byte [1000];

        ar = n.getBytes();

        DatagramPacket p = new DatagramPacket (ar,ar.length,
        InetAddress.getLocalHost(),3990);

        a.send(p);

    }

}
```

CLIENT:

```
package task8;
```

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

```
public class task8client {
```

```
    public static void main(String[] args)throws Exception {
```

```
        DatagramSocket s = new DatagramSocket(3990);
```

```
        byte b[] = new byte[1000];
```

```
        DatagramPacket t = new DatagramPacket(b,b.length);
```

```
        s.receive(t);
```

```
        String st = new String(t.getData());
```

```
        System.out.println("The received message is: ");
```

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

```
    }
```

```
}
```

RESULTS: -

SERVER:

Enter the message:

Andromeda Galaxy is a bird shaped Galaxy.

CLIENT:

The received message is:

Andromeda Galaxy is a bird shaped Galaxy.

EXPERIMENT – 10

AIM OF THE EXPERIMENT: -

Write a program to design two-way communication using UDP Client-Server application.

CODE: -

SERVER:

```
package task9;

import java.net.*;

public class task9server {

    public static void main(String[] args)throws Exception {

        DatagramSocket s = new DatagramSocket(3000);

        byte d[] = new byte [1000];

        DatagramPacket t = new DatagramPacket (d,d.length);

        s.receive(t);

        String k = new String (t.getData());

        int a = Integer.parseInt(k.trim());

        int b = 10;

        int c = a+b;

        byte d2[] = new byte [1000];

        d2 = String.valueOf(c).getBytes();

        DatagramPacket t1 = new
        DatagramPacket(d2,d2.length,InetAddress.getLocalHost(),t.getPort());

        s.send(t1);

    }

}
```

CLIENT:

```
package task9;

import java.net.*;

import java.util.Scanner;

public class task9client {

    public static void main(String[] args)throws Exception {

        DatagramSocket a = new DatagramSocket();

        Scanner s = new Scanner (System.in);

        System.out.println("enter the value: ");

        int n = s.nextInt();

        byte b[] = new byte [1000];

        b = String.valueOf(n).getBytes();

        DatagramPacket p = new
        DatagramPacket(b,b.length,InetAddress.getLocalHost(),3000);

        a.send(p);

        byte b1[] = new byte[1000];

        DatagramPacket p1 = new DatagramPacket (b1,b1.length);

        a.receive(p1);

        String t = new String(p1.getData());

        int c = Integer.parseInt(t.trim());

        System.out.println("the result is: ");

        System.out.println(c);

    }

}
```

RESULT: -

CLIENT:

enter the value:

28

the result is:

38

EXPERIMENT – 11

AIM OF THE EXPERIMENT: -

To write a server-client program in Java for chatting using UDP.

CODE: -

SERVER:

```
package task11;

import java.net.DatagramSocket;
import java.net.DatagramPacket;
import java.io.IOException;
import java.util.Scanner;
import java.net.InetAddress;

public class task11server {

    public static void main(String[] args){

        try {

            DatagramSocket dsock = new DatagramSocket( 8080 ,
InetAddress.getByName("127.0.0.1") );

            byte[] arr = new byte[1000];

            DatagramPacket dpack_send , dpack_recv ;

            Scanner inp = new Scanner(System.in);

            while(true){

                clearBytes(arr);

                dpack_recv = new DatagramPacket( arr , arr.length );

                dsock.receive(dpack_recv);

                System.out.println("Client : " + new String(arr) );
```



```

        clearBytes(arr);

        System.out.print("Enter Message : ");

        arr = (inp.nextLine()).getBytes();

        dpack_send = new DatagramPacket( arr , arr.length ,
        dpack_recv.getAddress() , dpack_recv.getPort() );

        dsock.send(dpack_send);
    }

    } catch(IOException e){

        System.out.println("Error : " + e );
    }
}

    public static void clearBytes(byte[] arr){
        for( int i = 0 ; i < arr.length ; i ++ )
            arr[i] = '\0' ;
        }
    }
}

```

CLIENT:

```

package task11;

import java.net.DatagramSocket;
import java.net.DatagramPacket;
import java.io.IOException;
import java.util.Scanner;
import java.net.InetAddress;

public class task11client {

    public static void main(String[] args) {

        try {

```

```

        DatagramSocket dsock = new DatagramSocket();

    byte[] arr = new byte[1000];

    DatagramPacket dpack_send ,dpack_recv ;

    Scanner inp = new Scanner(System.in);

    while(true){

        clearBytes(arr);

        System.out.print("Enter Message : ");

        arr = (inp.nextLine()).getBytes();

        dpack_send = new DatagramPacket( arr , arr.length ,
        InetAddress.getByName("127.0.0.1") , 8080 );

        dsock.send(dpack_send);

        clearBytes(arr);

        dpack_recv = new DatagramPacket( arr , arr.length );

        dsock.receive(dpack_recv);

        System.out.println("Server : " + new String(arr) );

    }

    }catch(IOException e){

        System.out.println("Error : " + e );

    }

}

public static void clearBytes(byte[] arr){

    for( int i = 0 ; i < arr.length ; i ++ )

        arr[i] = '\0' ;

    }

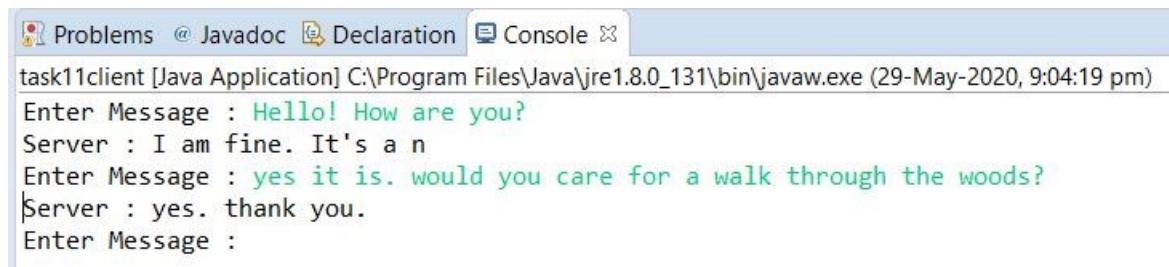
}

```

RESULT: -

| CLIENT | SERVER |
|--------------------------------------|--|
| Enter Message : Hello! How are you? | Enter Message : I am fine. It's a nice |
| Enter Message : yes it is. would you | day, isn't it? |
| care for a walk through the woods? | Enter Message : yes. thank you. |

IMAGE OF THE CHATTING:



```
task11client [Java Application] C:\Program Files\Java\jre1.8.0_131\bin\javaw.exe (29-May-2020, 9:04:19 pm)
Enter Message : Hello! How are you?
Server : I am fine. It's a n
Enter Message : yes it is. would you care for a walk through the woods?
Server : yes. thank you.
Enter Message :
```

EXPERIMENT – 12

AIM OF THE EXPERIMENT: -

To write a server-client program in Java for chatting using TCP.

CODE: -

SERVER:

```
package task12;

import java.io.BufferedReader;
import java.io.InputStreamReader;
import java.io.PrintStream;
import java.net.ServerSocket;
import java.net.Socket;
import java.util.Scanner;

public class task12server {

    public static void main(String[] args)throws Exception {

        ServerSocket ss = new ServerSocket(9050);

        Socket s0 = ss.accept();

        BufferedReader br = new BufferedReader(new
InputStreamReader(s0.getInputStream()));

        PrintStream ps = new PrintStream(s0.getOutputStream());

        BufferedReader br2 = new BufferedReader(new
InputStreamReader(System.in));

        String s;

        Scanner sc = new Scanner(System.in);

        while(true)
        {
```

```

        s = br.readLine();
        System.out.println("\nCLIENT : "+s+"\n");
        System.out.print("SERVER : ");
        s = sc.nextLine();
        if(s.equalsIgnoreCase("bye"))
        {
            ps.println("BYE");
            System.out.println("CONNECTION ENDED BY SERVER");
            break;
        }
        ps.println(s);
    }
    ps.close(); sc.close(); br2.close(); br.close(); s0.close(); ss.close();
}

```

CLIENT:

```

package task12;

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

public class task12client {

    public static void main(String[] args)throws Exception {

        Socket s0 = new
        Socket(InetAddress.getLocalHost().getHostAddress(),9050);

        BufferedReader br = new BufferedReader(new
        InputStreamReader(s0.getInputStream()));

        PrintStream ps = new PrintStream(s0.getOutputStream());
    }
}

```

```

        BufferedReader br2 = new BufferedReader(new
InputStreamReader(System.in));

        String s;

        while(true)
        {
            System.out.print("\nCLIENT : ");

            s = br2.readLine();

            ps.println(s);

            if(s.equalsIgnoreCase("bye"))
            {
                System.out.println("CONNECTION ENDED BY CLIENT");

                break;
            }

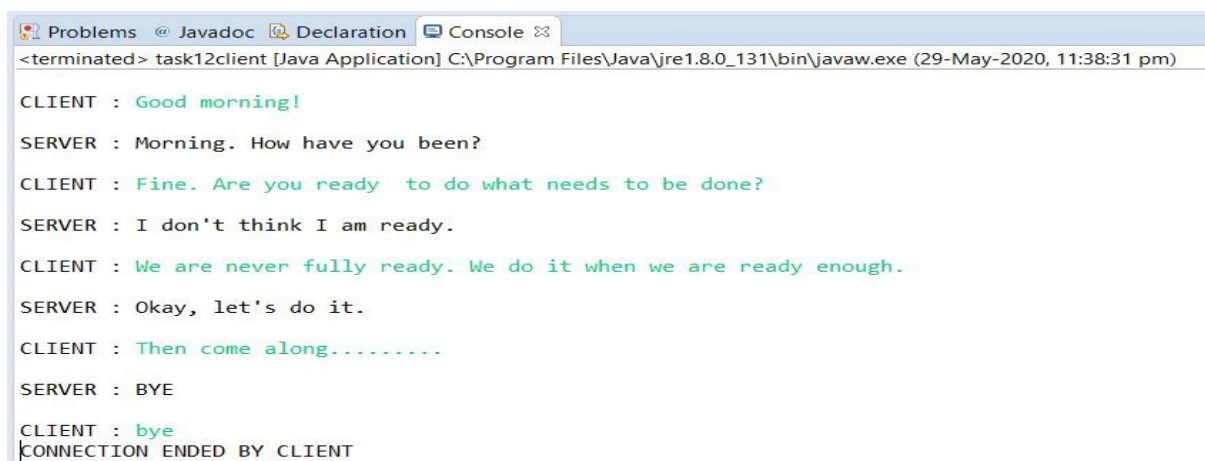
            s = br.readLine();

            System.out.print("\nSERVER : "+s+"\n");
        }

        ps.close(); br2.close(); br.close(); s0.close();
    }
}

```

RESULT: -



The screenshot shows a Java IDE with a console window titled "task12client [Java Application]". The console output displays a conversation between a client and a server. The client sends messages, and the server responds. The conversation ends with the client saying "bye" and the server printing "CONNECTION ENDED BY CLIENT".

```

<terminated> task12client [Java Application] C:\Program Files\Java\jre1.8.0_131\bin\javaw.exe (29-May-2020, 11:38:31 pm)

CLIENT : Good morning!
SERVER : Morning. How have you been?
CLIENT : Fine. Are you ready to do what needs to be done?
SERVER : I don't think I am ready.
CLIENT : We are never fully ready. We do it when we are ready enough.
SERVER : Okay, let's do it.
CLIENT : Then come along.....
SERVER : BYE
CLIENT : bye
CONNECTION ENDED BY CLIENT

```