

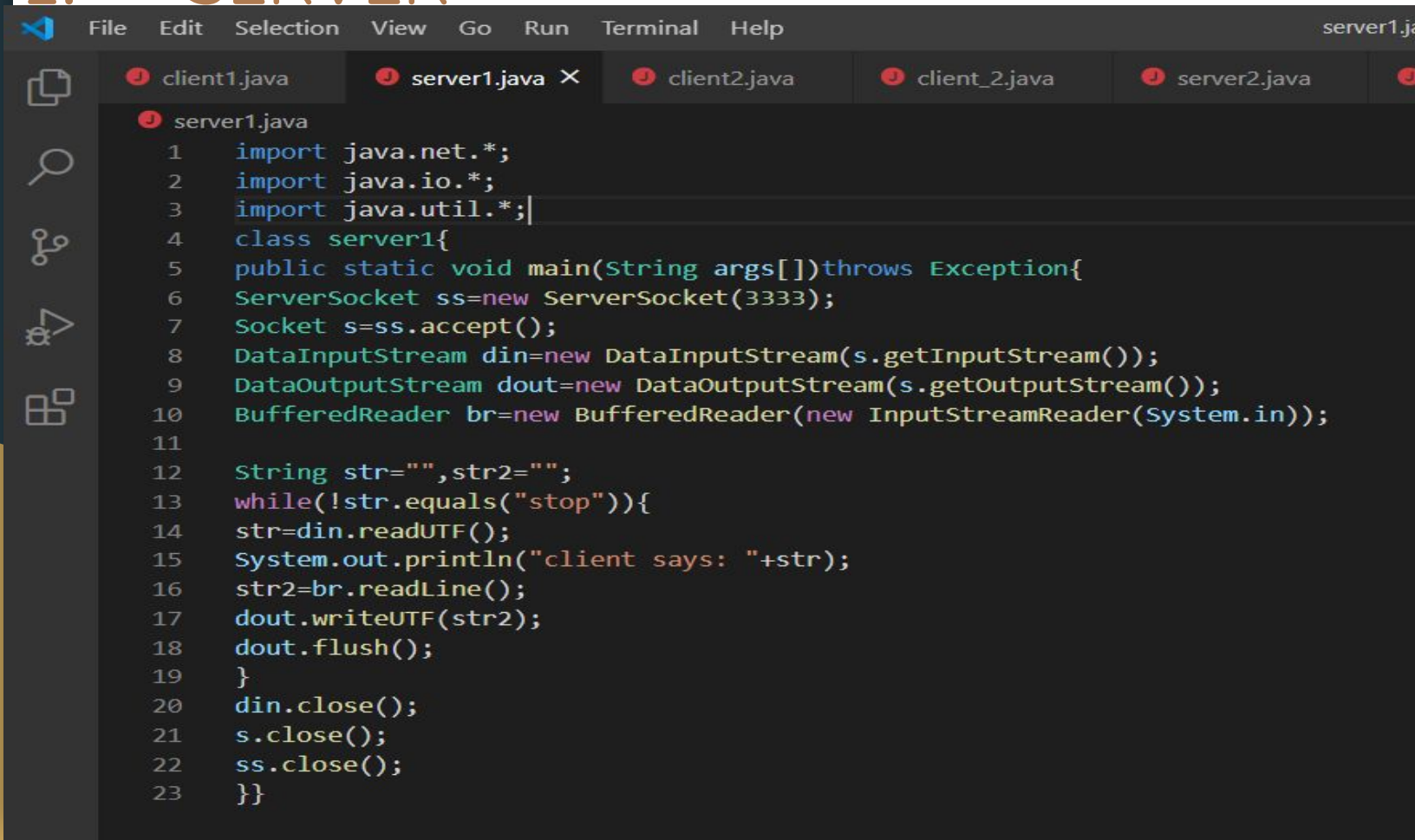


16-09-2020 LAB EXERCISES

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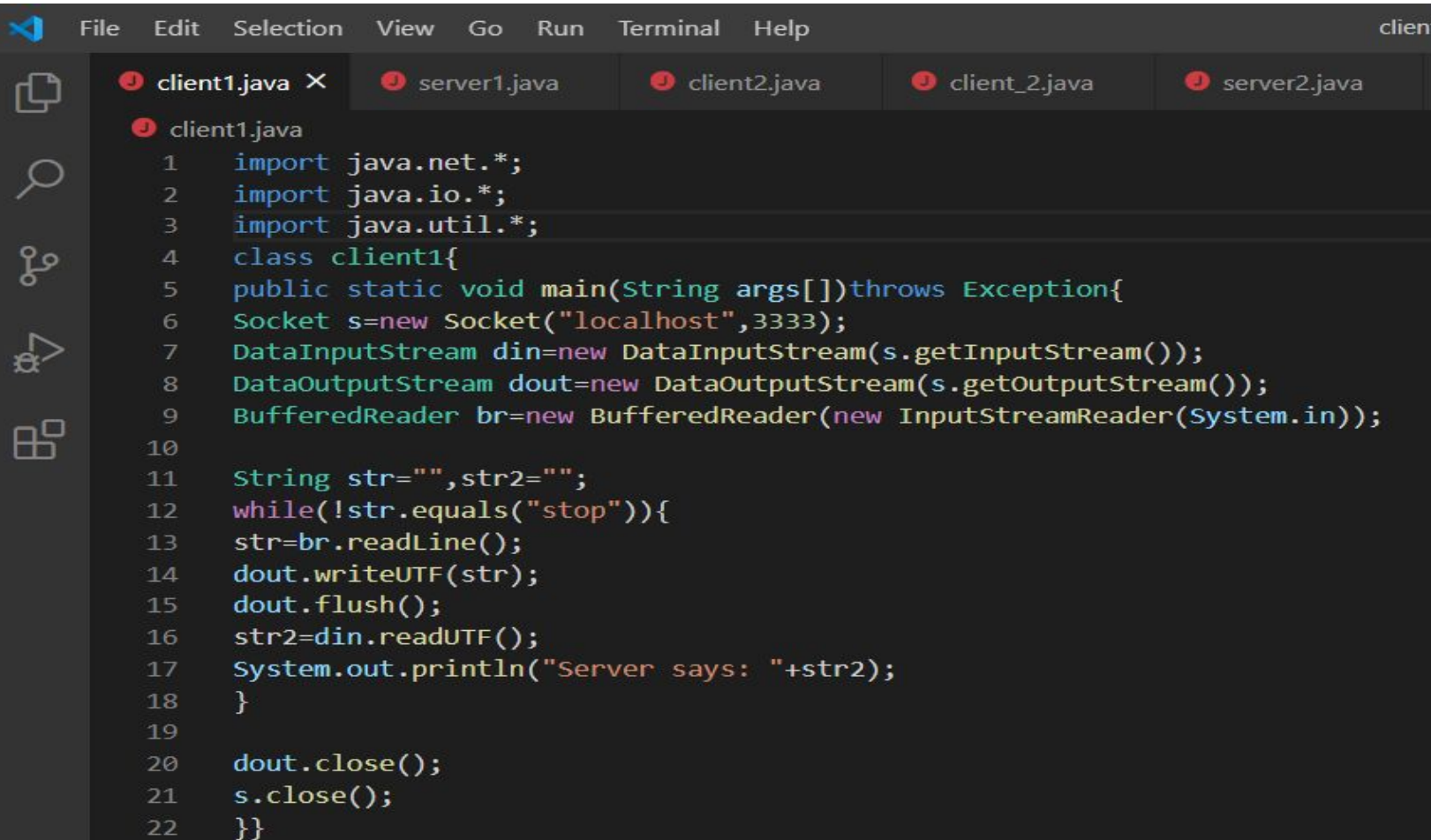
1: SERVER



The screenshot shows an IDE window with a dark theme. The top menu bar includes File, Edit, Selection, View, Go, Run, Terminal, and Help. The title bar on the right says 'server1.java'. Below the menu bar, there are tabs for 'client1.java', 'server1.java' (which is active and has a red 'X' icon), 'client2.java', 'client_2.java', and 'server2.java'. The left sidebar contains icons for Explorer, Search, Source Control, Run and Debug, and Extensions. The main editor area displays the code for 'server1.java' with line numbers 1 through 23. The code is a Java program that implements a simple server using ServerSocket, Socket, DataInputStream, DataOutputStream, and BufferedReader.

```
server1.java
1  import java.net.*;
2  import java.io.*;
3  import java.util.*;
4  class server1{
5  public static void main(String args[])throws Exception{
6  ServerSocket ss=new ServerSocket(3333);
7  Socket s=ss.accept();
8  DataInputStream din=new DataInputStream(s.getInputStream());
9  DataOutputStream dout=new DataOutputStream(s.getOutputStream());
10  BufferedReader br=new BufferedReader(new InputStreamReader(System.in));
11
12  String str="",str2="";
13  while(!str.equals("stop")){
14  str=din.readUTF();
15  System.out.println("client says: "+str);
16  str2=br.readLine();
17  dout.writeUTF(str2);
18  dout.flush();
19  }
20  din.close();
21  s.close();
22  ss.close();
23  }}
```

CLIENT



The image shows a screenshot of an IDE with a dark theme. The top menu bar includes File, Edit, Selection, View, Go, Run, Terminal, and Help. The right side of the menu bar shows the word 'client'. Below the menu bar, there are five tabs: client1.java (active), server1.java, client2.java, client_2.java, and server2.java. The main editor area displays the code for client1.java, which is a Java client program. The code includes imports for java.net.*, java.io.*, and java.util.*. It defines a class client1 with a main method that creates a Socket connection to localhost on port 3333. It then uses DataInputStream and DataOutputStream to communicate with the server, and a BufferedReader to read input from the user. The program prints the server's response and closes the streams and socket.

```
client1.java
1  import java.net.*;
2  import java.io.*;
3  import java.util.*;
4  class client1{
5      public static void main(String args[])throws Exception{
6          Socket s=new Socket("localhost",3333);
7          DataInputStream din=new DataInputStream(s.getInputStream());
8          DataOutputStream dout=new DataOutputStream(s.getOutputStream());
9          BufferedReader br=new BufferedReader(new InputStreamReader(System.in));
10
11         String str="",str2="";
12         while(!str.equals("stop")){
13             str=br.readLine();
14             dout.writeUTF(str);
15             dout.flush();
16             str2=din.readUTF();
17             System.out.println("Server says: "+str2);
18         }
19
20         dout.close();
21         s.close();
22     }}
```

OUTPUT

Command Prompt

```
Microsoft Windows [Version 10.0.18362.1082]
(c) 2019 Microsoft Corporation. All rights reserved.

C:\Users\sasi>cd C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava\

C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava>javac server1.java

C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava>java server1
client says: hello server
welcome client
client says: i am client 1
good to see you here client
client says: thank you server
bye client
client says: stop
stop

C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava>
```

Command Prompt

```
Microsoft Windows [Version 10.0.18362.1082]
(c) 2019 Microsoft Corporation. All rights reserved.

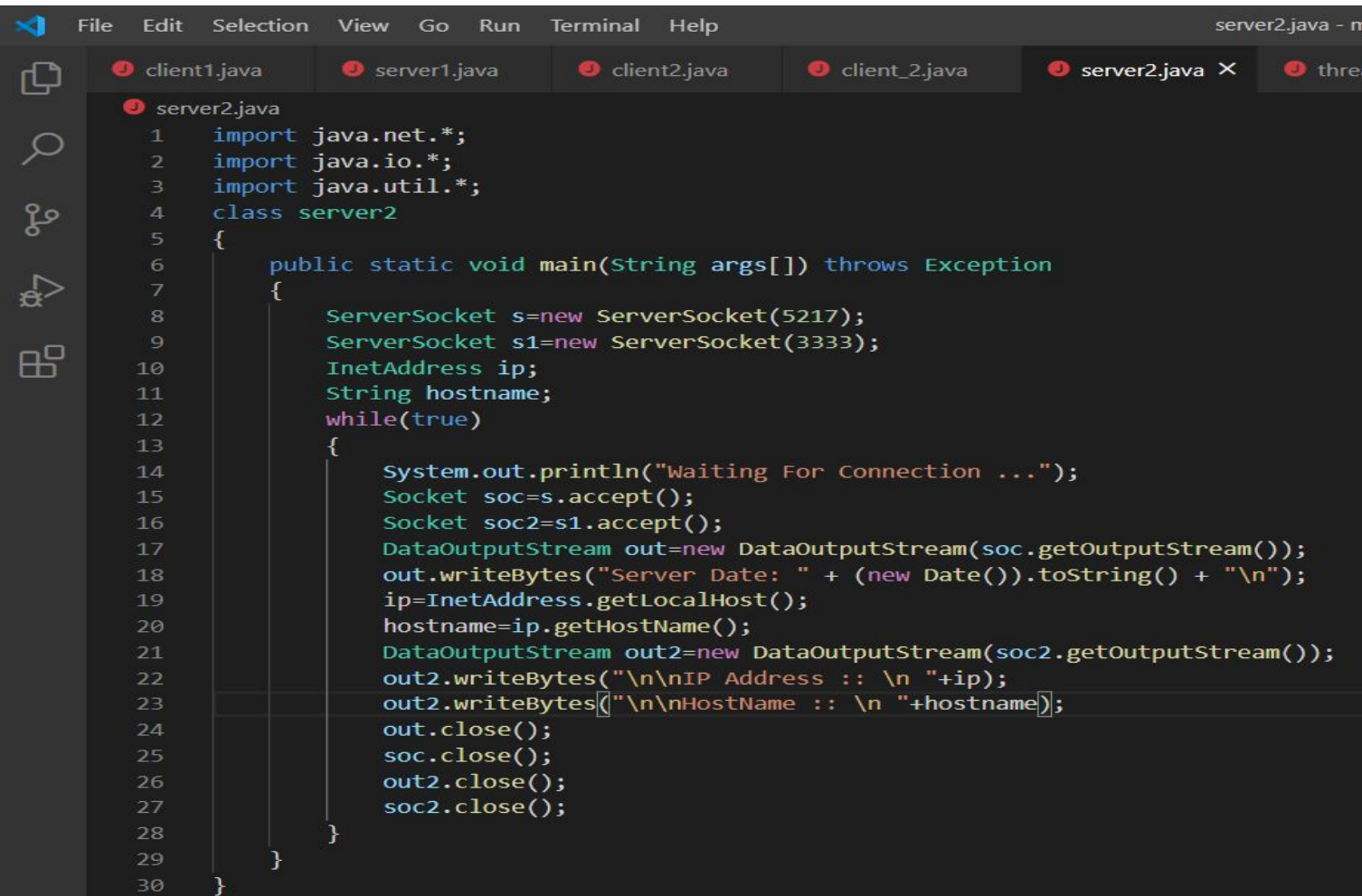
C:\Users\sasi>cd C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava\

C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava>javac client1.java

C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava>java client1
hello server
Server says: welcome client
i am client 1
Server says: good to see you here client
thank you server
Server says: bye client
stop
Server says: stop

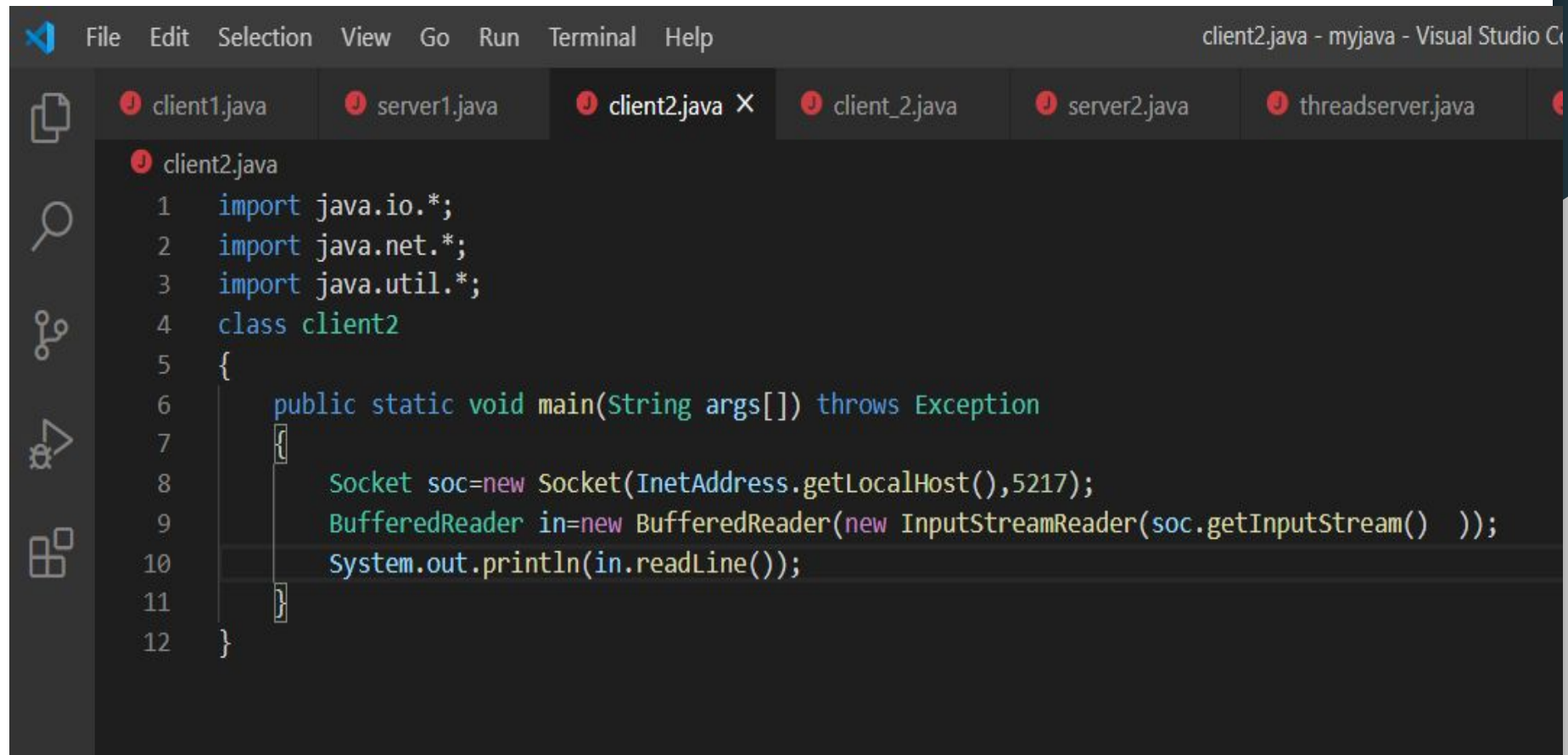
C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava>
```

2: SERVER



```
server2.java - m
client1.java  server1.java  client2.java  client_2.java  server2.java X  thre
server2.java
1  import java.net.*;
2  import java.io.*;
3  import java.util.*;
4  class server2
5  {
6      public static void main(String args[]) throws Exception
7      {
8          ServerSocket s=new ServerSocket(5217);
9          ServerSocket s1=new ServerSocket(3333);
10         InetAddress ip;
11         String hostname;
12         while(true)
13         {
14             System.out.println("Waiting For Connection ...");
15             Socket soc=s.accept();
16             Socket soc2=s1.accept();
17             DataOutputStream out=new DataOutputStream(soc.getOutputStream());
18             out.writeBytes("Server Date: " + (new Date()).toString() + "\n");
19             ip=InetAddress.getLocalHost();
20             hostname=ip.getHostName();
21             DataOutputStream out2=new DataOutputStream(soc2.getOutputStream());
22             out2.writeBytes("\n\nIP Address :: \n "+ip);
23             out2.writeBytes("\n\nHostName :: \n "+hostname);
24             out.close();
25             soc.close();
26             out2.close();
27             soc2.close();
28         }
29     }
30 }
```

CLIENT 1



The image shows a screenshot of the Visual Studio Code editor interface. The title bar at the top reads "client2.java - myjava - Visual Studio Code". The menu bar includes "File", "Edit", "Selection", "View", "Go", "Run", "Terminal", and "Help". The Explorer sidebar on the left shows a project structure with files: "client1.java", "server1.java", "client2.java" (which is selected and has a close button), "client_2.java", "server2.java", and "threadserver.java". The main editor area displays the code for "client2.java". The code is as follows:

```
1  import java.io.*;
2  import java.net.*;
3  import java.util.*;
4  class client2
5  {
6      public static void main(String args[]) throws Exception
7      {
8          Socket soc=new Socket(InetAddress.getLocalHost(),5217);
9          BufferedReader in=new BufferedReader(new InputStreamReader(soc.getInputStream() ));
10         System.out.println(in.readLine());
11     }
12 }
```


CLIENT 2

```
client_2.java
1  import java.io.*;
2  import java.net.*;
3  import java.util.*;
4  class client_2
5  {
6      public static void main(String args[]) throws Exception
7      {
8          Socket soc2=new Socket(InetAddress.getLocalHost(),3333);
9          BufferedReader in=new BufferedReader(new InputStreamReader(soc2.getInputStream() ));
10         System.out.println(in.readLine());
11     }
12 }
```

```
C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava>javac client2.java
```

```
C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava>java client2
```

```
Server Date: Wed Sep 16 18:31:56 IST 2020
```

```
C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava>
```

```
Microsoft Windows [Version 10.0.18362.1082]
```

```
(c) 2019 Microsoft Corporation. All rights reserved.
```

```
C:\Users\sasi>cd C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava\
```

```
C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava>javac client_2.java
```

```
C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava>java client_2
```

```
IP Address :: DESKTOP-USC2TNE/192.168.29.48HostName :: DESKTOP-USC2TNE
```

```
C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava>
```

```
Microsoft Windows [Version 10.0.18362.1082]
```

```
(c) 2019 Microsoft Corporation. All rights reserved.
```

```
C:\Users\sasi>cd C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava\
```

```
C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava>javac server2.java
```

```
C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava>java server
```

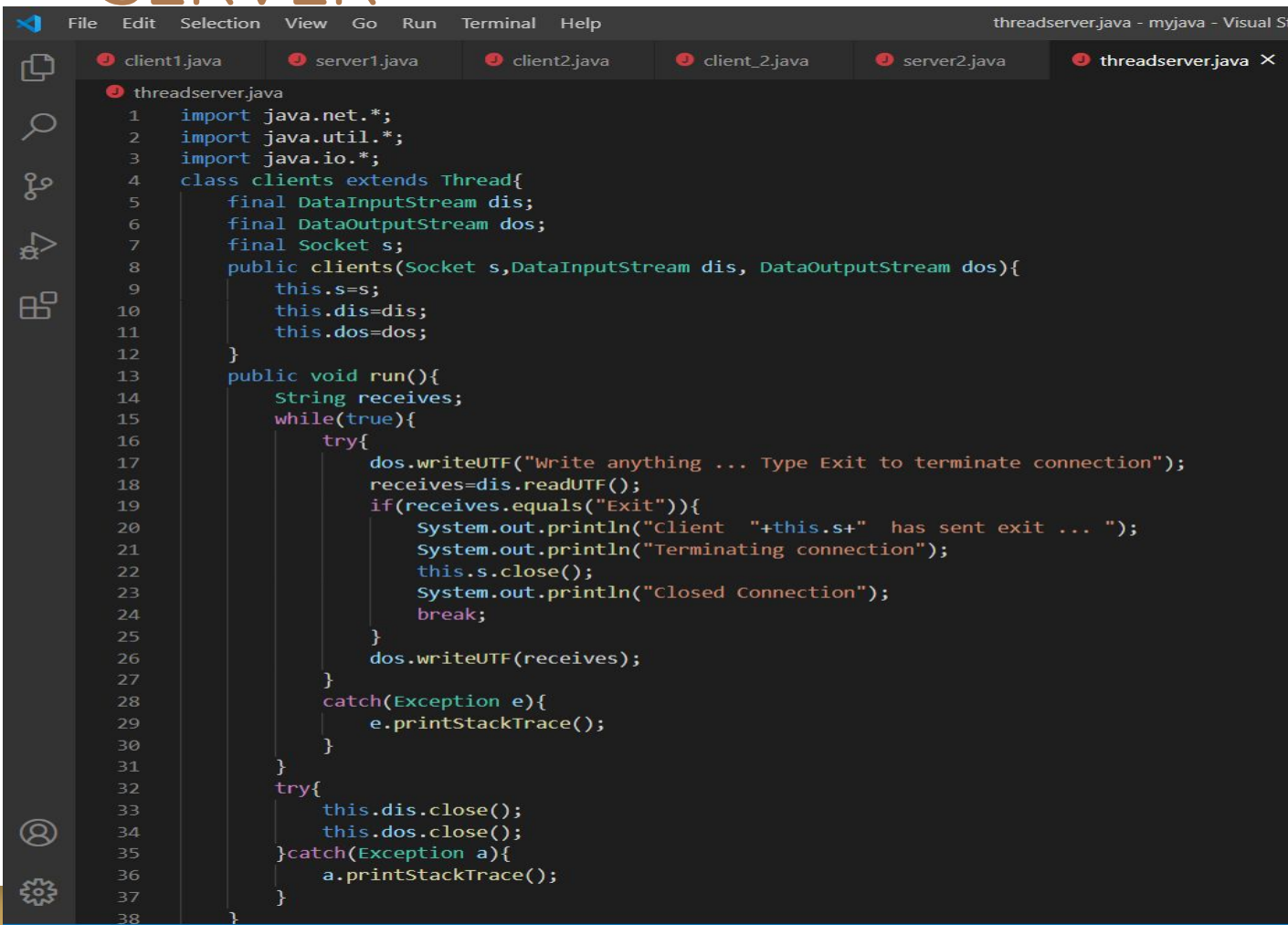
```
Error: Could not find or load main class server
```

```
C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava>java server2
```

```
Waiting For Connection ...
```

```
Waiting For Connection ...
```


3: SERVER



```
threadserver.java - myjava - Visual S
client1.java  server1.java  client2.java  client_2.java  server2.java  threadserver.java X

threadserver.java
1  import java.net.*;
2  import java.util.*;
3  import java.io.*;
4  class clients extends Thread{
5      final DataInputStream dis;
6      final DataOutputStream dos;
7      final Socket s;
8      public clients(Socket s,DataInputStream dis, DataOutputStream dos){
9          this.s=s;
10         this.dis=dis;
11         this.dos=dos;
12     }
13     public void run(){
14         String receives;
15         while(true){
16             try{
17                 dos.writeUTF("Write anything ... Type Exit to terminate connection");
18                 receives=dis.readUTF();
19                 if(receives.equals("Exit")){
20                     System.out.println("Client "+this.s+" has sent exit ... ");
21                     System.out.println("Terminating connection");
22                     this.s.close();
23                     System.out.println("Closed Connection");
24                     break;
25                 }
26                 dos.writeUTF(receives);
27             }
28             catch(Exception e){
29                 e.printStackTrace();
30             }
31         }
32         try{
33             this.dis.close();
34             this.dos.close();
35         }catch(Exception a){
36             a.printStackTrace();
37         }
38     }
}
```



client1.java

server1.java

client2.java

client_2.java

server2.java

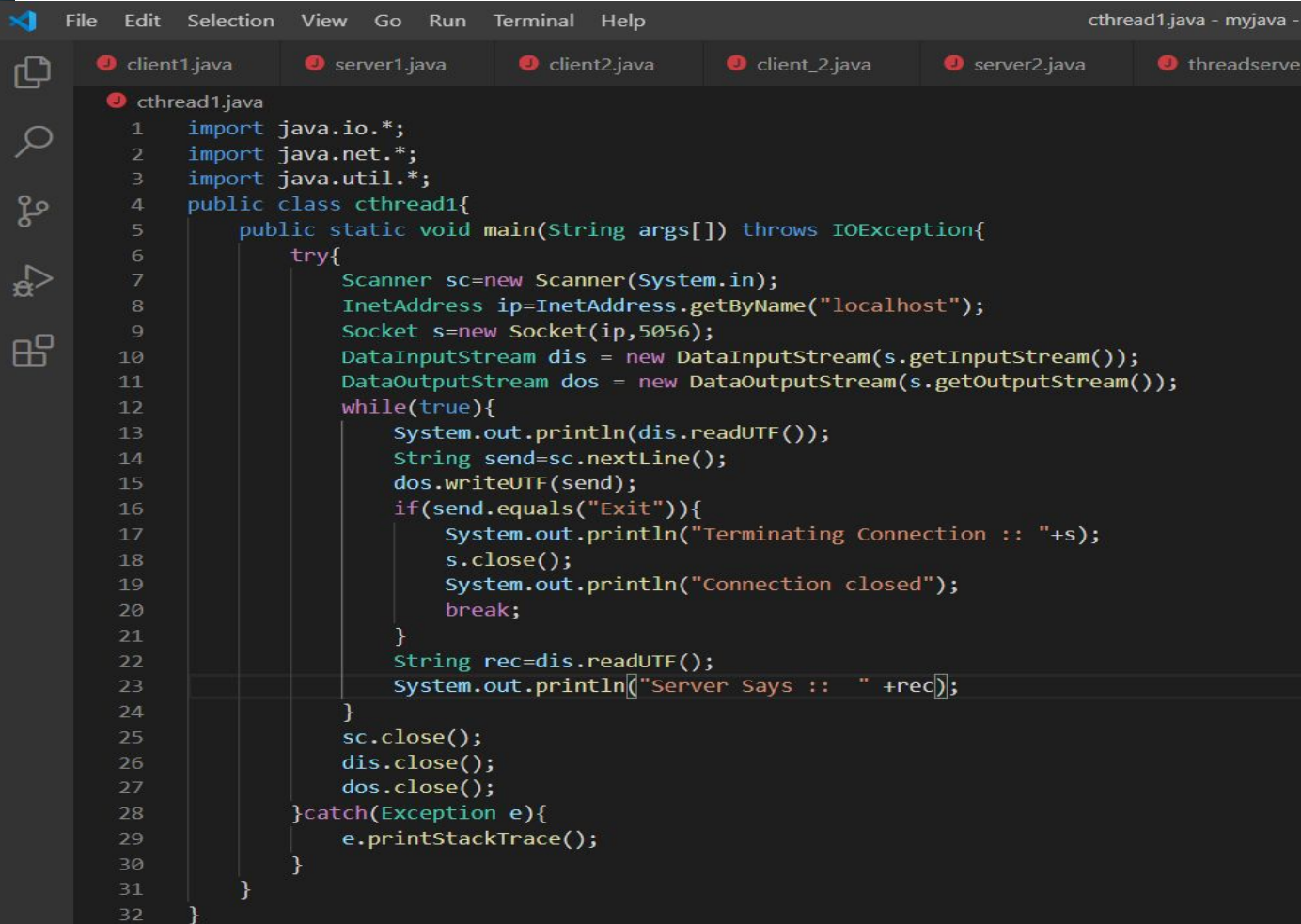
threadserver.java X



threadserver.java

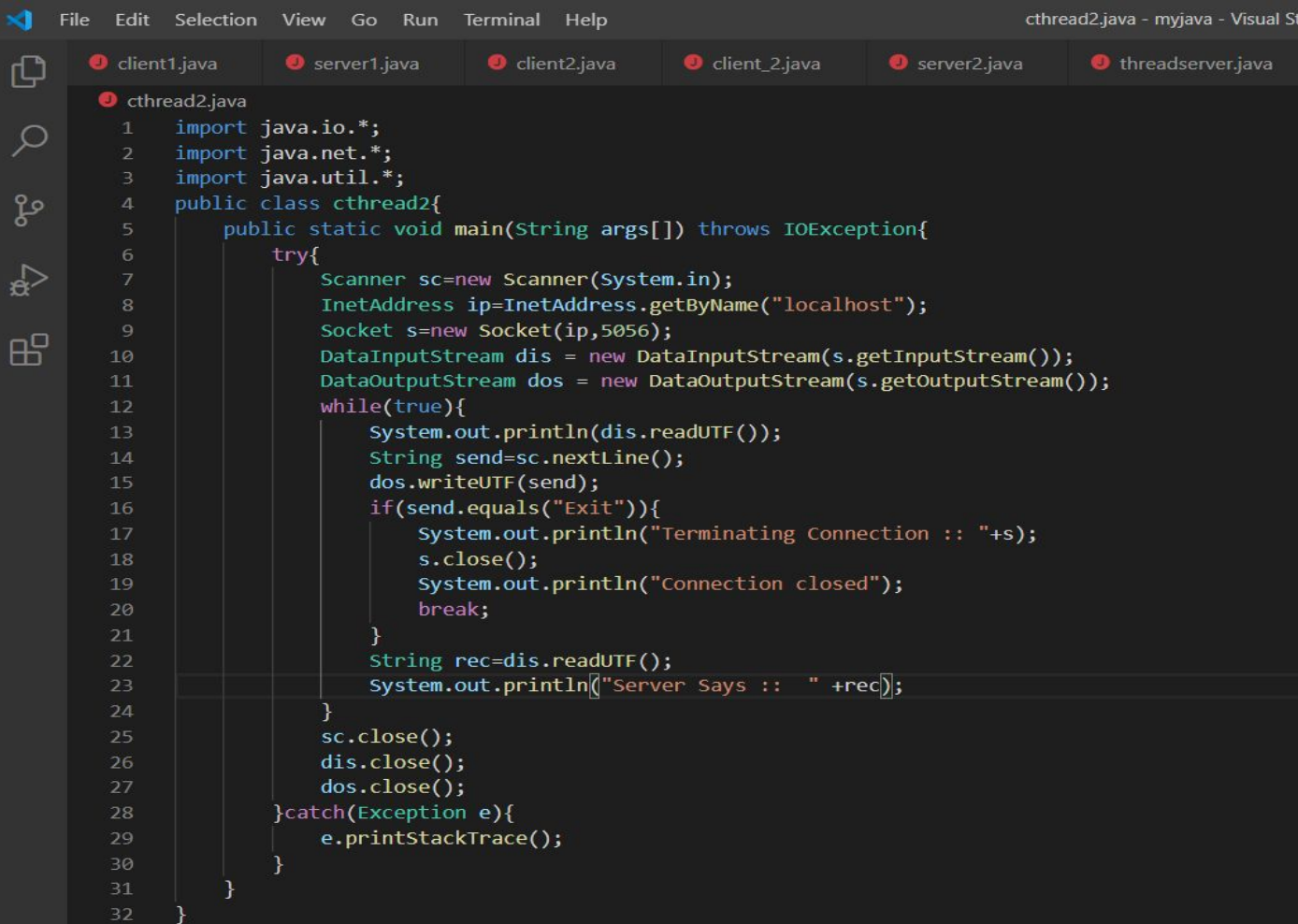
```
36         a.printStackTrace();
37     }
38 }
39 }
40 public class threadserver{
41     public static void main(String args[]) throws IOException{
42         Scanner sc=new Scanner(System.in);
43         ServerSocket ss=new ServerSocket(5056);
44         while(true){
45             Socket s=null;
46             try{
47                 s=ss.accept();
48                 System.out.println("A new client is connected :: "+s);
49                 DataInputStream dis = new DataInputStream(s.getInputStream());
50                 DataOutputStream dos = new DataOutputStream(s.getOutputStream());
51                 System.out.println("Assigning new thread for this client");
52                 Thread t=new clients(s,dis,dos);
53                 t.start();
54                 String msg;
55                 System.out.println("Server Message = :: ");
56                 msg=sc.nextLine();
57                 dos.writeUTF(msg);
58             }
59             catch(Exception e){
60                 s.close();
61                 e.printStackTrace();
62             }
63         }
64     }
65 }
```

CLIENT 1



```
File Edit Selection View Go Run Terminal Help cthread1.java - myjava -
client1.java server1.java client2.java client_2.java server2.java threadserve
cthread1.java
1 import java.io.*;
2 import java.net.*;
3 import java.util.*;
4 public class cthread1{
5     public static void main(String args[]) throws IOException{
6         try{
7             Scanner sc=new Scanner(System.in);
8             InetAddress ip=InetAddress.getByName("localhost");
9             Socket s=new Socket(ip,5056);
10            DataInputStream dis = new DataInputStream(s.getInputStream());
11            DataOutputStream dos = new DataOutputStream(s.getOutputStream());
12            while(true){
13                System.out.println(dis.readUTF());
14                String send=sc.nextLine();
15                dos.writeUTF(send);
16                if(send.equals("Exit")){
17                    System.out.println("Terminating Connection :: "+s);
18                    s.close();
19                    System.out.println("Connection closed");
20                    break;
21                }
22                String rec=dis.readUTF();
23                System.out.println("Server Says :: " +rec);
24            }
25            sc.close();
26            dis.close();
27            dos.close();
28        }catch(Exception e){
29            e.printStackTrace();
30        }
31    }
32 }
```

CLIENT 2



```
File Edit Selection View Go Run Terminal Help cthread2.java - myjava - Visual S
client1.java server1.java client2.java client_2.java server2.java threadserver.java
cthread2.java
1 import java.io.*;
2 import java.net.*;
3 import java.util.*;
4 public class cthread2{
5     public static void main(String args[]) throws IOException{
6         try{
7             Scanner sc=new Scanner(System.in);
8             InetAddress ip=InetAddress.getByName("localhost");
9             Socket s=new Socket(ip,5056);
10            DataInputStream dis = new DataInputStream(s.getInputStream());
11            DataOutputStream dos = new DataOutputStream(s.getOutputStream());
12            while(true){
13                System.out.println(dis.readUTF());
14                String send=sc.nextLine();
15                dos.writeUTF(send);
16                if(send.equals("Exit")){
17                    System.out.println("Terminating Connection :: "+s);
18                    s.close();
19                    System.out.println("Connection closed");
20                    break;
21                }
22                String rec=dis.readUTF();
23                System.out.println("Server Says :: " +rec);
24            }
25            sc.close();
26            dis.close();
27            dos.close();
28        }catch(Exception e){
29            e.printStackTrace();
30        }
31    }
32 }
```

```
Command Prompt
Connection closed

C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava>java cthread1
Write anything ... Type Exit to terminate connection
hello server
Server Says :: hello client
hello server
Exit
Terminating Connection :: Socket[addr=localhost/127.0.0.1,port=5056,localport=64600]
Connection closed

C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava>
```

```
Command Prompt
Connection closed

C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava>java cthread2
Write anything ... Type Exit to terminate connection
hello i am client 2
Server Says :: hello client
hello i am client 2
Exit
Terminating Connection :: Socket[addr=localhost/127.0.0.1,port=5056,localport=64602]
Connection closed

C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava>
```

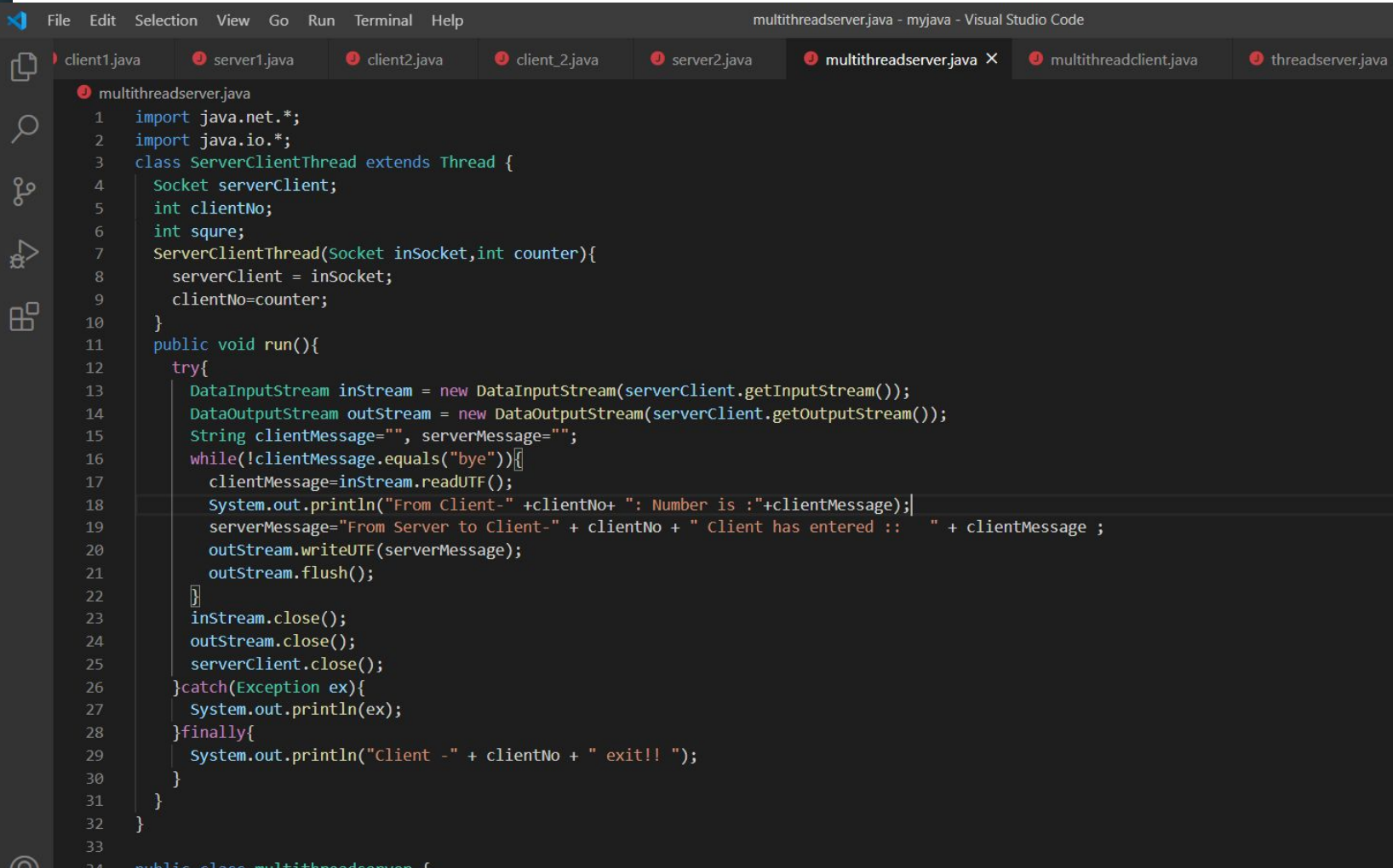
```
Command Prompt - java threadserver
Microsoft Windows [Version 10.0.18362.1082]
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C:\Users\sasi>cd C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava\

C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava>javac threadserver.java

C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava>java threadserver
A new client is connected :: Socket[addr=/127.0.0.1,port=64600,localport=5056]
Assigning new thread for this client
Server Message = ::
hello client
A new client is connected :: Socket[addr=/127.0.0.1,port=64602,localport=5056]
Assigning new thread for this client
Server Message = ::
hello client
Client Socket[addr=/127.0.0.1,port=64600,localport=5056] has sent exit ...
Terminating connection
Closed Connection
Client Socket[addr=/127.0.0.1,port=64602,localport=5056] has sent exit ...
Terminating connection
Closed Connection
```


4: SERVER



multithreadserver.java - myjava - Visual Studio Code

```
1  import java.net.*;
2  import java.io.*;
3  class ServerClientThread extends Thread {
4      Socket serverClient;
5      int clientNo;
6      int squire;
7      ServerClientThread(Socket inSocket,int counter){
8          serverClient = inSocket;
9          clientNo=counter;
10     }
11     public void run(){
12         try{
13             DataInputStream inStream = new DataInputStream(serverClient.getInputStream());
14             DataOutputStream outStream = new DataOutputStream(serverClient.getOutputStream());
15             String clientMessage="", serverMessage="";
16             while(!clientMessage.equals("bye")){
17                 clientMessage=inStream.readUTF();
18                 System.out.println("From Client-" +clientNo+ " : Number is :"+clientMessage);
19                 serverMessage="From Server to Client-" + clientNo + " Client has entered ::  " + clientMessage ;
20                 outStream.writeUTF(serverMessage);
21                 outStream.flush();
22             }
23             inStream.close();
24             outStream.close();
25             serverClient.close();
26         }catch(Exception ex){
27             System.out.println(ex);
28         }finally{
29             System.out.println("Client -" + clientNo + " exit!! ");
30         }
31     }
32 }
```



client1.java

server1.java

client2.java

client_2.java

server2.java

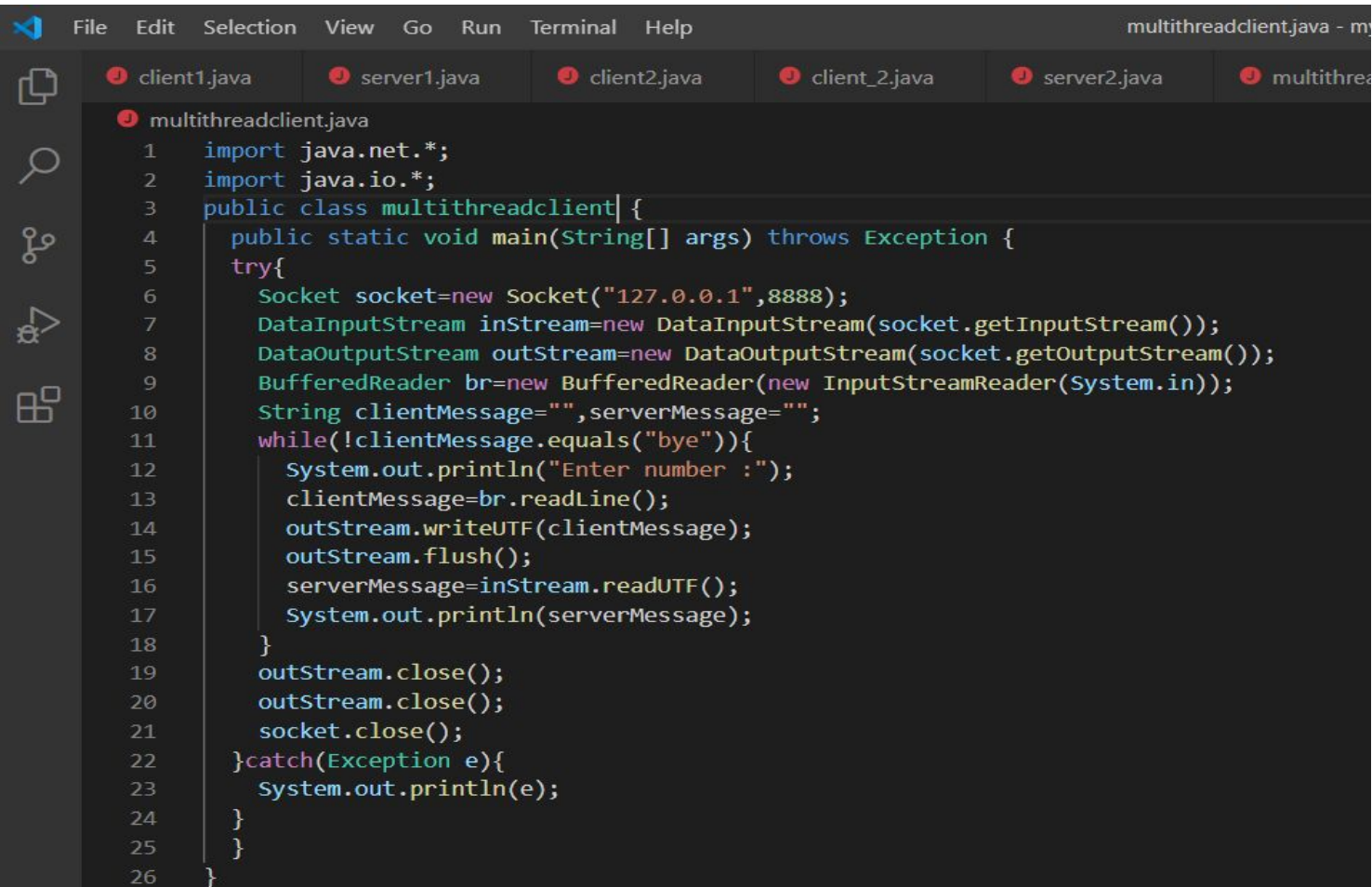
multithreadserver.java X



multithreadserver.java

```
26     }catch(Exception ex){
27         System.out.println(ex);
28     }finally{
29         System.out.println("Client -" + clientNo + " exit!! ");
30     }
31 }
32 }
33
34 public class multithreadserver {
35     public static void main(String[] args) throws Exception {
36         try{
37             ServerSocket server=new ServerSocket(8888);
38             int counter=0;
39             System.out.println("Server started ....");
40             while(true){
41                 counter++;
42                 Socket serverClient=server.accept();
43                 System.out.println(" >> " + "Client No:" + counter + " started!");
44                 ServerClientThread sct = new ServerClientThread(serverClient,counter);
45                 sct.start();
46             }
47         }catch(Exception e){
48             System.out.println(e);
49         }
50     }
51 }
```

CLIENT



The screenshot shows an IDE window titled "multithreadclient.java - my". The interface includes a menu bar (File, Edit, Selection, View, Go, Run, Terminal, Help) and a tab bar with several open files: client1.java, server1.java, client2.java, client_2.java, server2.java, and multithreadclient.java. The main editor area displays the code for multithreadclient.java, which is a Java client program. The code imports java.net.* and java.io.*, defines a public class multithreadclient, and contains a main method that establishes a socket connection to 127.0.0.1:8888, reads and writes data, and handles exceptions.

```
1  import java.net.*;
2  import java.io.*;
3  public class multithreadclient {
4      public static void main(String[] args) throws Exception {
5          try{
6              Socket socket=new Socket("127.0.0.1",8888);
7              DataInputStream inStream=new DataInputStream(socket.getInputStream());
8              DataOutputStream outStream=new DataOutputStream(socket.getOutputStream());
9              BufferedReader br=new BufferedReader(new InputStreamReader(System.in));
10             String clientMessage="",serverMessage="";
11             while(!clientMessage.equals("bye")){
12                 System.out.println("Enter number :");
13                 clientMessage=br.readLine();
14                 outStream.writeUTF(clientMessage);
15                 outStream.flush();
16                 serverMessage=inStream.readUTF();
17                 System.out.println(serverMessage);
18             }
19             outStream.close();
20             outStream.close();
21             socket.close();
22         }catch(Exception e){
23             System.out.println(e);
24         }
25     }
26 }
```

```
Command Prompt
C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava>java multithreadclient
Enter number :
123
From Server to Client-1 Client has entered :: 123
Enter number :
34
From Server to Client-1 Client has entered :: 34
Enter number :
167
From Server to Client-1 Client has entered :: 167
Enter number :
bye
From Server to Client-1 Client has entered :: bye
C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava>
```

```
Command Prompt
Microsoft Windows [Version 10.0.18362.1082]
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C:\Users\sasi>cd C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava\

C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava>javac multithreadclient.java

C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava>java multithreadclient
Enter number :
890
From Server to Client-2 Client has entered :: 890
Enter number :
1000
From Server to Client-2 Client has entered :: 1000
Enter number :
12345
From Server to Client-2 Client has entered :: 12345
Enter number :
66
From Server to Client-2 Client has entered :: 66
Enter number :
bye
From Server to Client-2 Client has entered :: bye
C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava>
```

```
Command Prompt - java multithreadserver
C:\Users\sasi\java\Java\jdk1.8.0_241\bin\myjava>java multithreadserver
Server Started ....
>> Client No:1 started!
From Client-1: Number is :123
From Client-1: Number is :34
From Client-1: Number is :167
>> Client No:2 started!
From Client-2: Number is :890
From Client-2: Number is :1000
From Client-1: Number is :bye
Client -1 exit!!
From Client-2: Number is :12345
From Client-2: Number is :66
From Client-2: Number is :bye
Client -2 exit!!
>> Client No:3 started!
>> Client No:4 started!
java.io.EOFException
Client -3 exit!!
>> Client No:5 started!
java.io.EOFException
Client -4 exit!!
>> Client No:6 started!
java.io.EOFException
Client -5 exit!!
java.io.EOFException
Client -6 exit!!
>> Client No:7 started!
>> Client No:8 started!
```

LOCALHOST ERROR

