Client.java

```java
import java.io.BufferedReader;
import java.io.IOException;
import java.io.InputStreamReader;
import java.io.PrintWriter;
import java.net.Socket;

public class Client {
    public static void main(String[] args) {
        try {
            Socket socket = new Socket("localhost", 5555);
            System.out.println("Connected to server.");

            BufferedReader in = new BufferedReader(new
InputStreamReader(socket.getInputStream()));
            PrintWriter out = new PrintWriter(socket.getOutputStream(), true);

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

            String serverMessage;
            while (true) {
                System.out.print("Client: ");
                String clientMessage = consoleInput.readLine();
                out.println(clientMessage);

                serverMessage = in.readLine();
                System.out.println("Server: " + serverMessage);

                if (serverMessage.equals("bye")) {
                    break;
                }
            }

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

Server.java

```java
import java.io.BufferedReader;
import java.io.IOException;
import java.io.InputStreamReader;
import java.io.PrintWriter;
import java.net.ServerSocket;
import java.net.Socket;

public class Server {
    public static void main(String[] args) {
        try {
            ServerSocket serverSocket = new ServerSocket(5555);
            System.out.println("Server is waiting for clients...");

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

            BufferedReader in = new BufferedReader(new
InputStreamReader(clientSocket.getInputStream()));
            PrintWriter out = new PrintWriter(clientSocket.getOutputStream(), true);

            String clientMessage;
            while ((clientMessage = in.readLine()) != null) {
                System.out.println("Client: " + clientMessage);
                out.println("Hello Client");

                BufferedReader consoleInput = new BufferedReader(new
InputStreamReader(System.in));
                System.out.print("Server: ");
                String serverMessage = consoleInput.readLine();
                out.println(serverMessage);
            }

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

Server O/P

Server is waiting for clients...
Client connected.
Client: Hai Server
Server: Hello Client
Client: How are You
Server: I am Fine

Client O/P

Connected to server.
Client: Hai Server
Server: Hello Client
Client: How are You
Server: I am Fine