

Client.java

```
import java.io.IOException;
import java.io.OutputStream;
import java.net.Socket;

public class SimpleTCPClient {
    public static void main(String[] args) {
        try {
            // Connect to the server on localhost and port 12345
            Socket socket = new Socket("localhost", 12345);

            // Get the output stream to send data to the server
            OutputStream outputStream = socket.getOutputStream();

            // Send the message "hello client" to the server
            String message = "hello client";
            outputStream.write(message.getBytes());

            // Close the connection
            socket.close();
        } catch (IOException e) {
            e.printStackTrace();
        }
    }
}
```

Server.java

```
import java.io.IOException;
import java.io.InputStream;
import java.net.ServerSocket;
import java.net.Socket;

public class SimpleTCPServer {
    public static void main(String[] args) {
        try {
            // Create a server socket on port 12345
            ServerSocket serverSocket = new ServerSocket(12345);

            System.out.println("Server is listening on port 12345...");

            // Wait for a client to connect
            Socket clientSocket = serverSocket.accept();
            System.out.println("Client connected");
        }
    }
}
```

```

// Get the input stream from the client socket
InputStream inputStream = clientSocket.getInputStream();

// Read data from the client
byte[] buffer = new byte[1024];
int bytesRead;
while ((bytesRead = inputStream.read(buffer)) != -1) {
    String message = new String(buffer, 0, bytesRead);
    System.out.println("Received message from client: " + message);
}

// Close the connection
clientSocket.close();
serverSocket.close();
} catch (IOException e) {
    e.printStackTrace();
}
}
}

```

Server O/P

Server is listening on port 12345...

Client connected

Received message from client: hello client