

Client

```
import java.io.IOException;
import java.io.OutputStreamWriter;
import java.io.PrintWriter;
import java.net.Socket;

public class HelloClient {
    public static void main(String[] args) {
        final String SERVER_IP = "localhost";
        final int SERVER_PORT = 12345;

        try (Socket socket = new Socket(SERVER_IP, SERVER_PORT);
            PrintWriter writer = new PrintWriter(new
OutputStreamWriter(socket.getOutputStream()), true)) {

            // Send the message to the server
            String message = "Hello, world!";
            writer.println(message);
            System.out.println("Sent to server: " + message);

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

Server

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

public class HelloServer {
    public static void main(String[] args) {
        final int PORT = 12345;

        try (ServerSocket serverSocket = new ServerSocket(PORT)) {
            System.out.println("Server is listening on port " + PORT);
        }
    }
}
```

```

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

        // Read the message from the client
        BufferedReader reader = new BufferedReader(new
InputStreamReader(clientSocket.getInputStream()));
        String message = reader.readLine();
        System.out.println("Received from client: " + message);

        // Close the connection
        clientSocket.close();
        System.out.println("Connection closed");

    } catch (IOException e) {
        e.printStackTrace();
    }
}
}

```

Server O/P

Server is listening on port 12345
 Client connected
 Received from client: Hello, world!
 Connection closed

Client O/P

Sent to server: Hello, world!