## **Assignment 1**

## Aim:

To develop any distributed application through implementing client-server communication programs based on Java Sockets and RMI techniques.

## tcp\_server.java

```
import java.net.*;
import java.io.*;
public class server
   public static void main (String args[])
      try
         int serverPort = 7896;
         ServerSocket listenSocket = new ServerSocket(serverPort);
         while(true)
           Socket clientSocket = listenSocket.accept();
           Connection c = new Connection(clientSocket);
      catch(IOException e) {System.out.println("Listen :"+e.getMessage());}
}
class Connection extends Thread
   DataInputStream in;
   DataOutputStream out;
   Socket clientSocket:
   public Connection (Socket aClientSocket)
      try
         clientSocket = aClientSocket;
         in = new DataInputStream( clientSocket.getInputStream());
         out =new DataOutputStream( clientSocket.getOutputStream());
         this.start();
      catch(IOException e) {System.out.println("Connection:"+e.getMessage());}
   public void run()
      try
         // an echo server
         String data = in.readUTF();
         out.writeUTF(data);
      catch(EOFException e)
         System.out.println("EOF:"+e.getMessage());
      catch(IOException e)
```

```
{
         System.out.println("IO:"+e.getMessage());
      finally
         try
            clientSocket.close();
         catch (IOException e)
         { /*close failed*/ }
      }
   }
}
tcp_client.java
import java.net.*;
import java.io.*;
public class client
  public static void main (String args[])
      // arguments supply message and hostname of destination
      Socket s = null;
      try{
            int serverPort = 7896;
            s = new Socket(args[1], serverPort);
            DataInputStream in = new DataInputStream();
            DataOutputStream out = new DataOutputStream(s.getOutputStream());
            out.writeUTF(args[0]);
            // UTF is a string encoding; see Sec 4.3
            String data = in.readUTF();
            System.out.println("Received: "+ data);
         }
         catch (UnknownHostException e)
            System.out.println("Sock:"+e.getMessage());
         catch (EOFException e)
         {
            System.out.println("EOF:"+e.getMessage());
         catch (IOException e)
            System.out.println("IO:"+e.getMessage());
         finally
            if(s!=null)
               try {s.close();
         catch (IOException e)
         {/*close failed*/}}
}
```

output:

