

```
1  package edu.lmu.cs.networking;
2
3  import java.net.*;
4  import java.io.*;
5
6  public class SerialServer {
7      public static void main(String[] args) throws IOException {
8          ServerSocket serverSocket = null;
9          try {
10             serverSocket = new ServerSocket(10007);
11         } catch (IOException e) {
12             System.err.println("Could not listen on port: 10007.");
13             System.exit(1);
14         }
15         Socket clientSocket = null;
16         try {
17             System.out.println ("Waiting for Client");
18             clientSocket = serverSocket.accept();
19         } catch (IOException e) {
20             System.err.println("Accept failed.");
21             System.exit(1);
22         }
23         ObjectOutputStream out = new ObjectOutputStream(clientSocket.getOutputStream());
24         ObjectInputStream in = new ObjectInputStream(clientSocket.getInputStream());
25         Point3d pt3 = null;
26         Point3d pt4 = null;
27         try {
28             pt3 = (Point3d) in.readObject();
29         } catch (Exception ex) {
30             System.out.println (ex.getMessage());
31         }
32
33         System.out.println ("Server received point: " + pt3 + " from Client");
34         pt4 = new Point3d (-24, -23, -22);
35         System.out.println ("Server sending point: " + pt4 + " to Client");
36         out.writeObject(pt4);
37         out.flush();
38
39         out.close();
40         in.close();
41         clientSocket.close();
42         serverSocket.close();
43     }
44 }
```