**package** com.example.sharmadha2;

**import** java.net.ServerSocket;

**import** java.net.Socket;

**import** android.app.Activity;

**import** android.os.Bundle;

**import** android.util.Log;

**import** android.view.Menu;

**import** android.view.MenuItem;

**import** android.widget.TextView;

**public** **class** MainActivity **extends** Activity {

ServerSocket serverSocket;

@Override

**protected** **void** onCreate(Bundle savedInstanceState) {

**super**.onCreate(savedInstanceState);

setContentView(R.layout.activity\_main);

**new** Thread(**new** ServerMain()).start();//Start the server main thread defined below.

}

@Override

**public** **boolean** onCreateOptionsMenu(Menu menu) {

// Inflate the menu; this adds items to the action bar if it is present.

getMenuInflater().inflate(R.menu.main, menu);

**return** **true**;

}

@Override

**public** **boolean** onOptionsItemSelected(MenuItem item) {

// Handle action bar item clicks here. The action bar will

// automatically handle clicks on the Home/Up button, so long

// as you specify a parent activity in AndroidManifest.xml.

**int** id = item.getItemId();

**if** (id == R.id.***action\_settings***) {

**return** **true**;

}

**return** **super**.onOptionsItemSelected(item);

}

**class** ServerMain **implements** Runnable{

@Override

**public** **void** run() {

// **TODO** Auto-generated method stub

**try**{

serverSocket = **new** ServerSocket(23456);//This is the port that server listens to.

**while**(**true**){//The server can accept as many connections as the system allows. If there is only one client, just ignore the while true loop.

Socket socket = serverSocket.accept();//The server accepts the connection request from the client and creates a socket.

**new** Thread(**new** SendingThread(socket)).start();//Sending thread is started using the socket returned from the accept() method. Sending thread class is defined in a seperate file.

}

}**catch**(Exception e){

Log.*d*("ServerMain","Main Wrong!!!");//Handle the exception by printing out information on logcat.

}

}

}

}