import java.net.\*;

import java.io.\*;

public class MyClient {

public static void main(String[] args) throws Exception{

//The socket object takes ip and port number of the server which client wants to connect

Socket s = new Socket("127.0.0.1",5555);

System.out.println("Connected to Server, Please type your message and hit Enter to send");

//Reading input from KeyBoard

BufferedReader br = new BufferedReader(new InputStreamReader(System.in));

//OutputStream object to write to Server

OutputStream ostream = s.getOutputStream();

//PrintWriter object to send the data to the outputstream

PrintWriter pw = new PrintWriter(ostream, true);

//InputStream objects to recieve from Server

InputStream istream = s.getInputStream();

//Reading receieved message from Server

BufferedReader recieve = new BufferedReader(new InputStreamReader(istream));

//Client Message and Server Message objects

String clientmessage = "";

String servermessage = "";

while(true)

{

//Input Message to be sent to Server

System.out.print("Client: ");

clientmessage = br.readLine();

//print writer object sending the message to the socket through outputstream

pw.println(clientmessage);

//if the message is bye end the communication here

if(clientmessage.equals("bye"))

{

break;

}

//Read the inputstream of the server from the socket

servermessage = recieve.readLine();

System.out.println("Server: "+servermessage);

//if the message is bye end the communication here

if(servermessage.equals("bye"))

{

break;

}

}

//closing all the streams and sockets

s.close();

istream.close();

ostream.close();

System.out.println("Connection Terminated");

}

}