package tuan3;

import java.net.\*;

import java.io.\*;

public class serversocket

{

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

ServerSocket serverSocket = null;

try {

serverSocket = new ServerSocket(10007);

}catch (IOException e) {}

Socket clientSocket = null;

System.out.println ("Waiting for connection.....");

try {

clientSocket = serverSocket.accept();

}catch (IOException e) {}

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

System.out.println ("Waiting for input.....");

BufferedReader in = new BufferedReader(new InputStreamReader( clientSocket.getInputStream()));

String inputLine;

inputLine = in.readLine();

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

in.close();

clientSocket.close();

serverSocket.close();

}

}