Practical No 02

Title: Study and implement concept of networking

A] WAP to create chatting application using socket programming.

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**Program:**

**1). Server Side**

importjava.util.\*;

import java.net.\*;

import java.io.\*;

public class Server1

{

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

{

ServerSocketss=new ServerSocket(1500);

Scanner sc=new Scanner(System.in);

System.out.println("server is ready for chat");

Socket s=ss.accept();

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

OutputStreamos=s.getOutputStream();

PrintWriter pw=new PrintWriter(os,true);

InputStream is=s.getInputStream();

BufferedReader br1=new BufferedReader(new InputStreamReader(is));

String sendmsg,recmsg;

while(true)

{

if((recmsg=br1.readLine())!=null)

{

System.out.println("Client :- "+recmsg);

}

System.out.print("Server :- ");

sendmsg =br.readLine();

pw.println(sendmsg);

pw.flush();

}

}

}

**2) Client Side :**

importjava.net.Socket;

importjava.util.Scanner;

import java.io.\*;

class Client

{

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

{

Socket s = new Socket("localhost",1500);

//To take input from client

Scanner sc = new Scanner(System.in);

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

OutputStreamos = s.getOutputStream();

PrintWriter pw = new PrintWriter(os,true);

InputStream is = s.getInputStream();

BufferedReader br1 = new BufferedReader(new InputStreamReader(is));

String sendmsg,recmsg;

while (true)

{

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

sendmsg = br.readLine();

pw.println(sendmsg);

pw.flush();

if ((recmsg = br1.readLine())!=null)

{

System.out.print("Server :- ");

System.out.println(recmsg);

}

//s.close();

}

}

}

**OUTPUT :**

E:\PROGRAM\COLLEGE\Networkinng>javac server1.java

E:\PROGRAM\COLLEGE\Networkinng>java server1

server is ready for chat

Client :- hi

Server :- hi

Client :- How are you?

Server :- I am fine and you

Client :- same here

Server :-

E:\PROGRAM\COLLEGE\Networkinng>javac Client.java

E:\PROGRAM\COLLEGE\Networkinng>java Client

Client :- hi

Server :- hi

Client :- How are you?

Server :- I am fine and you

Client :- same here