

Les sockets TCP

1) Serveur

```
import java.io.*;
import java.net.*;

public class Serveur {
    public static void main(String[] args) {
        int port =1972;
        ServerSocket SocketServeur =null;
        Socket socket =null;
        int client =0;
        if (args.length==1)
            port = Integer.parseInt(args[0]);
        try {
            SocketServeur=new ServerSocket(port,5) ;
        }
        catch (IOException e)
        {
            System.err.println(« Impossible de créer un ServerSocket »);
            return;
        }
        System.out.println(« SERVEUR à l'ecoute sur le port: »+port);
        while(true)
        try {
            socket =SocketServeur.accept();
            client++;
            System.out.println(«connexion réussite»);
            PrintWriter out= new PrintWriter (socket.getOutputStream());
            out.println(«ja suis la serveur:quequechose a declarer»);
            out.flush();
```

```

}
catch(IOException e){
System.err.println("&quot;Erreur:&quot;+e);
}
}}

```

2) Client

```

public class Client{

public static void main( String [] args )
{
    InetAddress hote=null;
    int port =1972;
    Socket socket=null;
    try {
        hote=InetAddress.getLocalHost();
    }
    catch(UnknownHostException e) {}
    try{
        socket=new Socket(hote,port);
        BufferedReader in=new BufferedReader(new InputStreamReader
        (socket.getInputStream()));
        String reply = in.readLine();
        System.out.println("&quot;le serveur a dit &quot;+reply);
    }
    catch(IOException e) {}
    finally
    {
    try {socket.close();}
    catch(IOException e) {
    System.err.println(« Erreur: »+e);
    }}}

```