



# Sockets em JAVA

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# SERVIDOR

```
public class Servidor {
    public static void main(String[] args) {
        ServerSocket servidor = null;
        try {
            servidor = new ServerSocket(3333);
            System.out.println("Servidor Ativo");
            System.out.println("Porta " + servidor.getLocalPort() + " aberta!");

            Socket TratarCliente;
            TratarCliente = servidor.accept();
            System.out.println("Nova conexão com o cliente " + TratarCliente.getInetAddress().getHostAddress());

            Scanner s = new Scanner(TratarCliente.getInputStream());
            while (s.hasNextLine()) {
                System.out.println("Servidor Recebeu: " + s.nextLine());
            }

            s.close();
            servidor.close();
            TratarCliente.close();

        } catch (IOException e) {
            System.out.println("Servidor Recebeu: " + e.toString());
        }
    }
}
```

```
package sokectssimples;
import java.io.IOException;
import java.net.ServerSocket;
import java.net.Socket;
import java.util.Scanner;
```

# Cliente

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```
public class Cliente {  
  
    public static void main(String[] args) {  
        Socket cliente;  
        try {  
            cliente = new Socket("127.0.0.1", 3333);  
            System.out.println("O cliente Conectado!");  
  
            Scanner teclado = new Scanner(System.in);  
            PrintStream saida = new PrintStream(cliente.getOutputStream());  
  
            saida.println(teclado.nextLine());  
  
            saida.close();  
            teclado.close();  
            cliente.close();  
  
        } catch (IOException ex) {  
            System.out.println("Servidor Recebeu: " + ex.toString());  
        }  
    }  
}
```

```
import java.io.IOException;  
import java.io.PrintStream;  
import java.net.Socket;  
import java.util.Scanner;
```