

Figure 4.5 TCP client makes connection to server, sends request and receives reply

```
import java.net.*;
import java.io.*;
public class TCPClient {
    public static void main (String args[]) {
        // arguments supply message and hostname of destination
        Socket s = null;
        try{
            int serverPort = 7896;
            s = new Socket(args[1], serverPort);
            DataInputStream in = new DataInputStream( s.getInputStream());
            DataOutputStream out =
                new DataOutputStream( s.getOutputStream());
            out.writeUTF(args[0]);    // UTF is a string encoding see Sn 4.3
            String data = in.readUTF();
            System.out.println("Received: "+ data) ;
        }catch (UnknownHostException e){
            System.out.println("Sock:"+e.getMessage());
        } catch (EOFException e){System.out.println("EOF:"+e.getMessage());
        } catch (IOException e){System.out.println("IO:"+e.getMessage());
        } finally {if(s!=null) try {s.close();}catch (IOException e){/*close failed*/}}
    }
}
```