

# Sockets en Java II

## Socket que no para hasta que se recibe cadena salir

### Servidor

```
package sockets2LaPelicula;

import java.io.BufferedReader;
import java.io.IOException;
import java.io.InputStreamReader;
import java.io.OutputStreamWriter;
import java.io.PrintWriter;
import java.net.ServerSocket;
import java.net.Socket;

import sockets2LaPelicula.Cliente2;

public void ejecutarHastaCadenaSalir() {//Se ejecuta hasta recibir cadena salir
    try {

        System.out.println("Lanzando Servidor...");
        ServerSocket serverSocket = new ServerSocket(Servidor2.PUERTO);
        Socket socket = serverSocket.accept();

        BufferedReader br = new BufferedReader(new
InputStreamReader(socket.getInputStream()));//Buffer entrada
        PrintWriter pw = new PrintWriter(new
OutputStreamWriter(socket.getOutputStream()));//Buffer salida

        String cadenaRecibida = "";
        while(!(cadenaRecibida = br.readLine()).equalsIgnoreCase("Salir"))
//Mientras no se reciba salir ejecuta esto
            pw.println(cadenaRecibida);
            pw.flush();
        }

    }catch(IOException e){
        e.printStackTrace();
    }
}
```

```
public static void main(String[] args) {
    Servidor2 server = new Servidor2();
    server.ejecutarHastaCadenaSalir();
}
}
```

## Cliente

```
package sockets2LaPelicula;

import java.io.BufferedReader;
import java.io.IOException;
import java.io.InputStreamReader;
import java.io.OutputStreamWriter;
import java.io.PrintWriter;
import java.net.Socket;
import java.util.Scanner;

import sockets2LaPelicula.Cliente2;
import sockets2LaPelicula.Servidor2;

public class Cliente2 {
    public void ejecutar() {
        try {

            System.out.print("Lanzando conexión....");

            Socket socket = new Socket ("127.0.0.1",
Servidor2.PUERTO);//Conectamos al servidor

            System.out.println("[OK]");

            BufferedReader br = new BufferedReader(new
InputStreamReader(socket.getInputStream()));//Bufer de lectura
            PrintWriter pw = new PrintWriter(new
OutputStreamWriter(socket.getOutputStream()));//Buffer de escritura

            String cadenaRecibida = br.readLine();
            System.out.println(cadenaRecibida);

            pw.println("cadena recibida" + cadenaRecibida);
            pw.flush();

            System.out.println("Fin del Cliente");

        }catch(IOException e){
```

```
        e.printStackTrace();
    }
}

public void ejecutarInfinito() {
    try {

        System.out.print("Lanzando conexión....");

        Socket socket = new Socket ("127.0.0.1",
Servidor2.PUERTO);//Conectamos al servidor

        System.out.println("[OK]");

        BufferedReader br = new BufferedReader(new
InputStreamReader(socket.getInputStream()));//Bufer de lectura
        PrintWriter pw = new PrintWriter(new
OutputStreamWriter(socket.getOutputStream()));//Buffer de escritura

        String lineaLeida = "";
        Scanner teclado = new Scanner(System.in);

        while(true) {
            lineaLeida = teclado.nextLine();
            pw.println(lineaLeida);
            pw.flush();
        }

        }catch(IOException e){
            e.printStackTrace();
        }
    }

public static void main(String[] args) {
    Cliente2 client = new Cliente2();
    client.ejecutarInfinito();
}
}
```

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