

# 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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