

```

// Read a file and send it back to a client
import java.io.*; import java.net.*;

public class FileReaderServer {
public static void main(String args[]) {
    try {
        // create server socket and
        // listen for connection on port 9999
        ServerSocket listen = new ServerSocket(9999);

        while (true) {
            System.out.println("waiting for connection");
            Socket socket = listen.accept(); // wait for client
            // create input and output streams to talk to client
            BufferedReader from_client =
                new BufferedReader(new InputStreamReader
                    (socket.getInputStream()));
            PrintWriter to_client = new PrintWriter
                (socket.getOutputStream());

            // get filename from client and check if it exists
            String filename = from_client.readLine();
            File inputFile = new File(filename);
            if (!inputFile.exists()) {
                to_client.println("cannot open " + filename);
                to_client.close(); from_client.close();
                socket.close();
                continue;
            }

            // read lines from filename and send to the client
            System.out.println("reading from file " + filename);
            BufferedReader input =
                new BufferedReader(new FileReader(inputFile));
            String line;
            while ((line = input.readLine()) != null)
                to_client.println(line);
            to_client.close(); from_client.close();
            socket.close();
        }
    }
    catch (Exception e) // report any exceptions
    { System.err.println(e); }
}
}

```

Figure 7.18 A file reader server in Java.