```
// 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.

Copyright © 2000 by Addison Wesley Longman, Inc.