

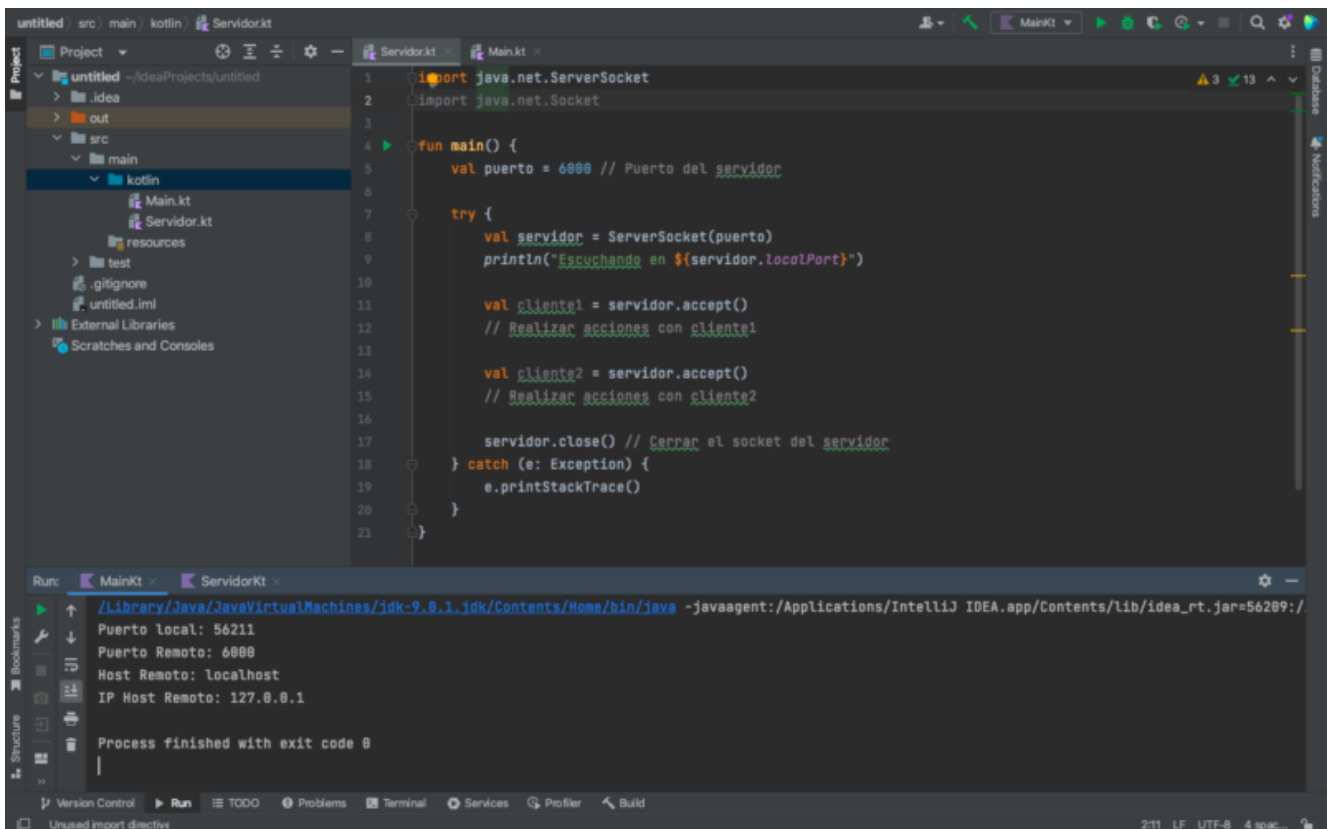
Crear un servidor y un cliente en Kotlin

Servidor

[crayon-6a9d6060e5edf736748025/]

Cliente

[crayon-6a9d6060e5ee6751995627/]



The screenshot shows an IDE with a project named 'untitled'. The project structure includes 'src', 'main', 'kotlin', 'Main.kt', 'Servidor.kt', 'resources', 'test', '.gitignore', 'untitled.iml', and 'External Libraries'. The 'Main.kt' file is open, showing the following Kotlin code:

```
1 import java.net.ServerSocket
2 import java.net.Socket
3
4 fun main() {
5     val puerto = 6000 // Puerto del servidor
6
7     try {
8         val servidor = ServerSocket(puerto)
9         println("Escuchando en ${servidor.localPort}")
10
11         val cliente1 = servidor.accept()
12         // Realizar acciones con cliente1
13
14         val cliente2 = servidor.accept()
15         // Realizar acciones con cliente2
16
17         servidor.close() // Cerrar el socket del servidor
18     } catch (e: Exception) {
19         e.printStackTrace()
20     }
21 }
```

The 'Run' tab at the bottom shows the execution output for 'MainKt' and 'ServidorKt'. The output is as follows:

```
Library/Java/JavaVirtualMachines/jdk-9.0.4.jdk/Contents/Home/bin/java -javaagent:/Applications/IntelliJ IDEA.app/Contents/lib/idea_rt.jar=56289:/
Puerto Local: 56211
Puerto Remoto: 6000
Host Remoto: localhost
IP Host Remoto: 127.0.0.1
Process finished with exit code 0
```