

EE356
Project 5A

Assigned 10/19/16
Due 10/26/16

Sockets Programming

Project 5 will be broken into two parts. Project 5A will be to insure that you can get a basic Client Server Program up and running over the network. For this project you will be creating a SIMPLE chat program that will allow two client applications to connect to a server. Once the client applications have connected to the server the Server should facilitate a "Chat" between the two client applications.

Your server program:

- Should allow at least two concurrent client connections at a given time.

- Should receive text data from each client and forward the text data onto the other client/s.

Your Client program:

- The client application should be the same for both clients.

- The client application should have interface to allow the user to input text data and send it to the other user via the server application.

- The client application should have a text window that will show the conversation.

IE

```
Mark>> Hello
Tim>> What's going on?
Mark>> Just watching TV.
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...

This is an introduction program to get you ready for the actual project that will be to create a network based connect four game. So no bells and whistles are necessary for this portion of the project.