## 1. 프로필 입력

1-1. 메뉴 example에서 test1(프로필 입력) 선택

<b>₫</b> CM Client [김세영]		
Help Network Participation	Examples	Services
	example1	test1(프로필입력)
	example2	
Client CM starts.	example3	
===== login to default server		
successfully sent the login request.		
=====		

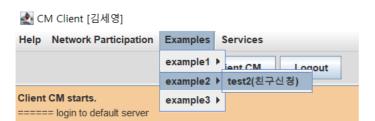
1-2. 메뉴 example에서 test1(프로필 입력) 선택

M CM Client [김세영]	_
Help Network Participation Examples Services	
Stop Client CM Logout	
Client CM starts.  ===== login to default server successfully sent the login request.  =====  This client successfully logs in to the default content.	×
Adding a blocking socket c [김세영] enters group(g1) ii [홍길동] enters group(g1) ii ====== test CMUserEven  기	
1-3. 시미에서 프도된 경우를 근급	

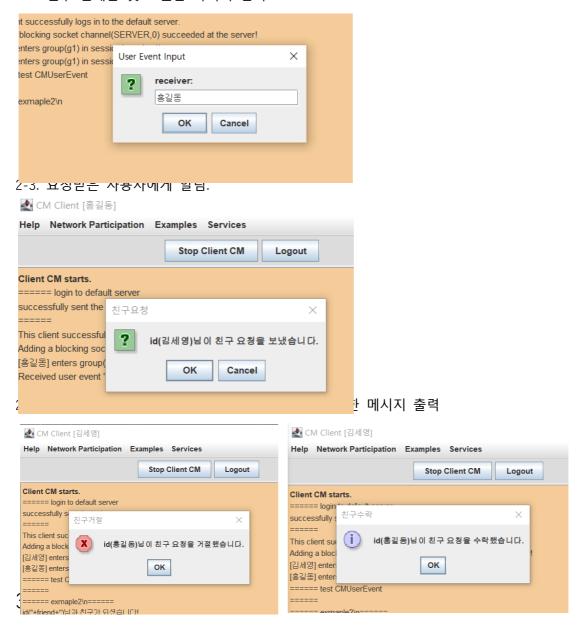
Stop Server CM
Server CM starts.
Type "0" for menu.
[김세영] requests login.
[김세영] requests to join session(session1).
[김세영] enters group(g1) in session(session1).
[홍길동] requests login.
[홍길동] requests to join session(session1).
[홍길동] enters group(g1) in session(session1).

2-1. 메뉴 example에서 test2(친구신청) 선택

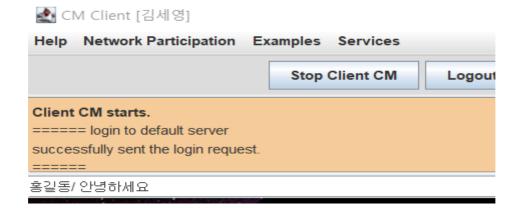
Received user event 'sendmessage', (김세영3223)



## 2-2. 친구 관계를 맺고 싶은 아이디 입력



3-1. 창 아래 텍스트 필드에 형식에 맞추어 메시지 입력 후 엔터 키



## 3-2. 타깃에 해당하는 사용자에게 메시지 전달



## 3-3. 채팅을 주고 받는다.

