COL334
Assignment 2

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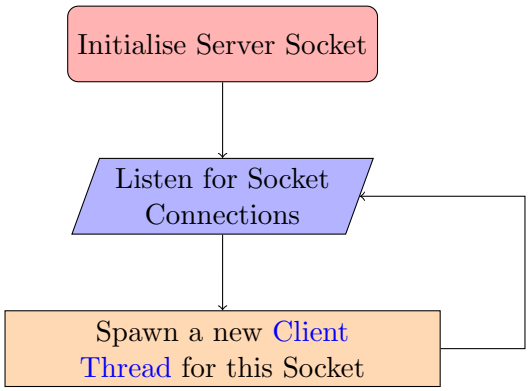
1 Preliminaries

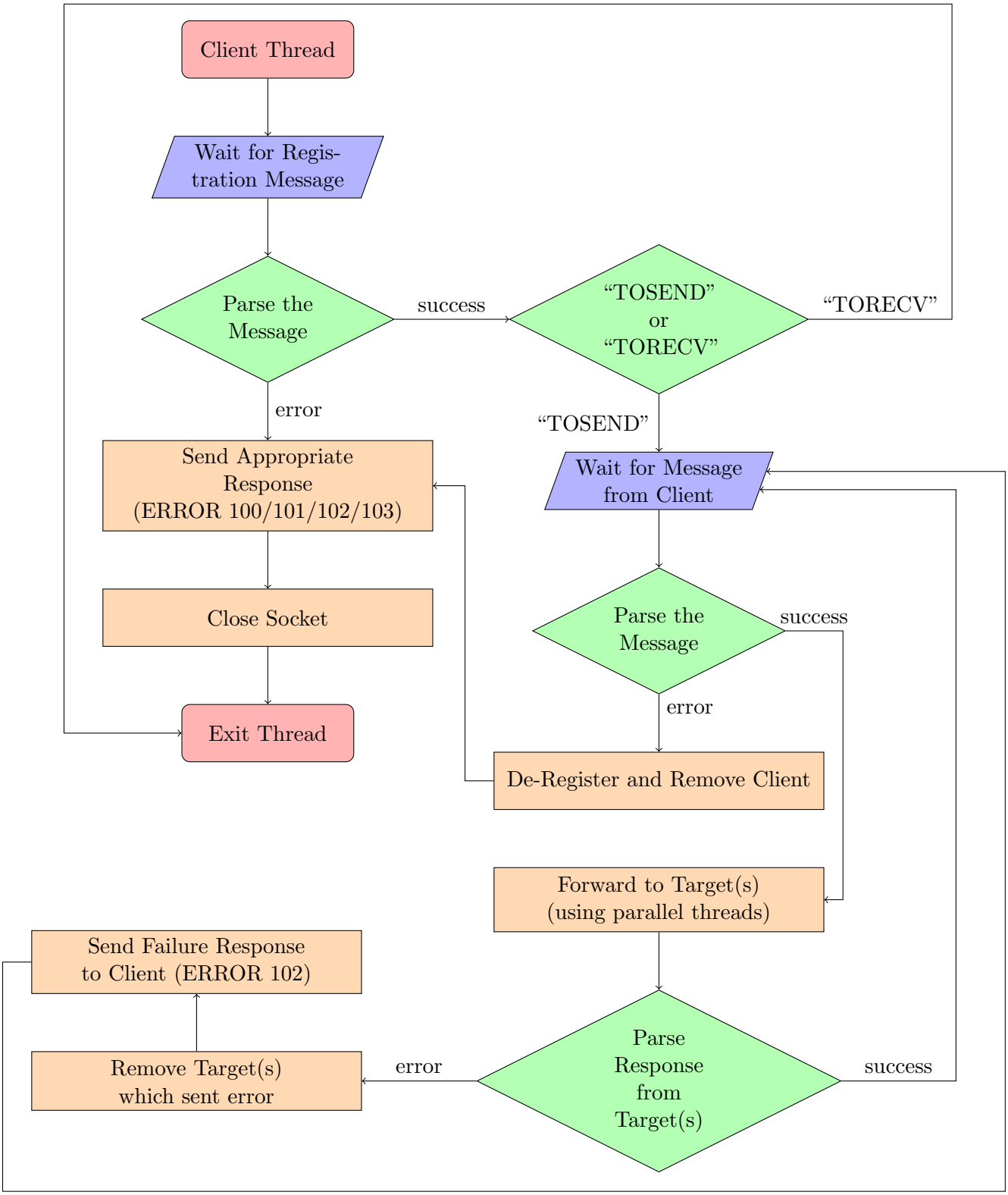
The language used is `Java` since it offers cross-platform compatibility which is dubious in `C++` since there is no *standard* library for socket programming. This might lead to incompatibility when running the code on a platform different from the one it has been implemented on. `Java` is better than `python` since `python` is a relatively slower language and networking applications need to be quick to deliver the best performance.

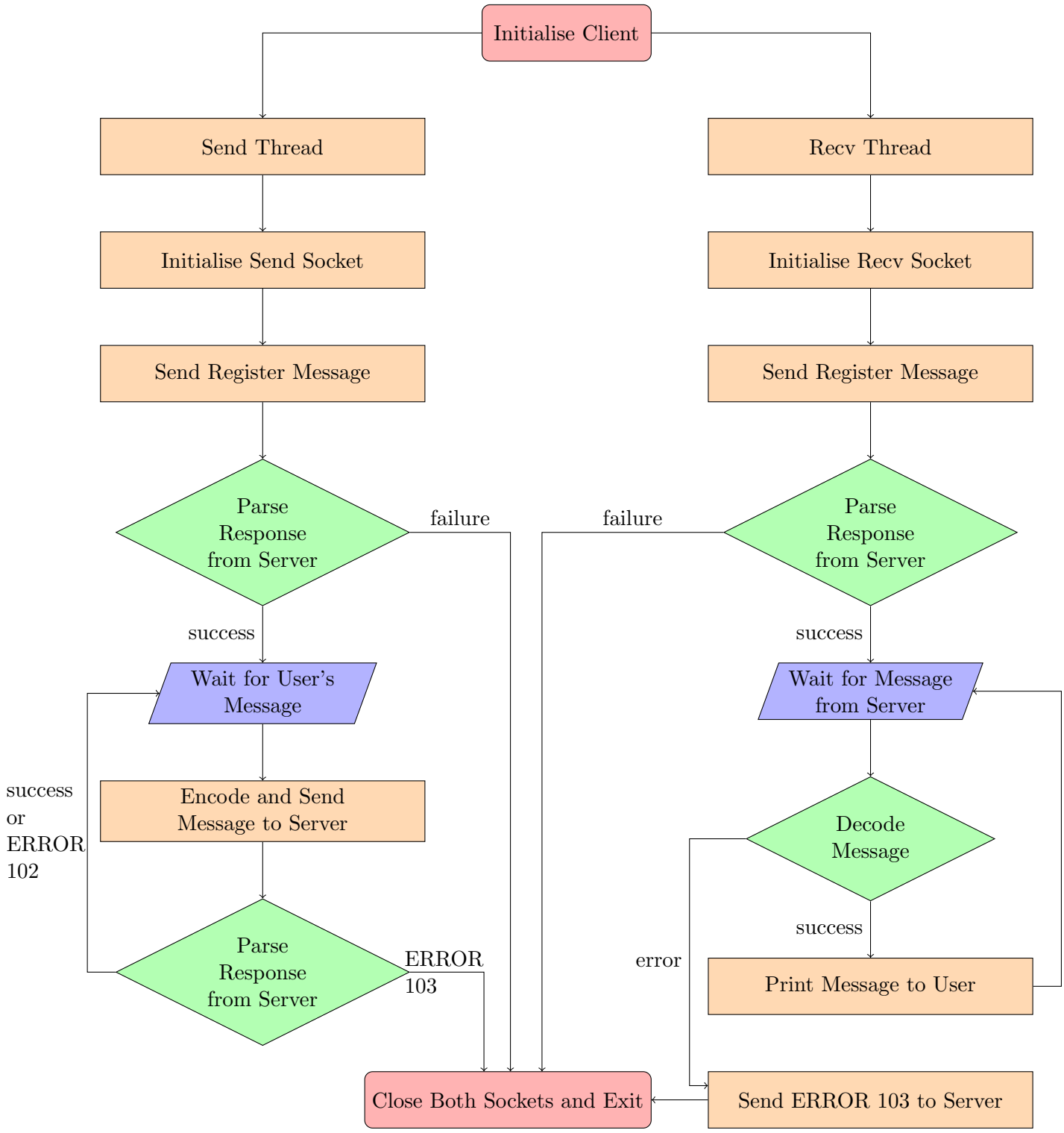
2 Server.java

The logical flow of the server is given as follows:



2.1 Client Thread



3 Client.java

The logical flow of the client is given as follows: