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The GuiServer scene was done by Ayna and redirecting to server scene and client scene on clicking Server button and Client button respectively.

After that setting up the connection to server when a client connects was done by Tirth. First we had trouble figuring out how to display the messages to each client chat window. We together figured out that we needed a separate controller class for each scene. That was the reason why message weren't showing on the client window.

After figuring out this Ayna styled the client page to select the number of client, to send messages to all clients and a list view to show active clients. Ayna gave the idea that we need a ChatData serializable class for holding all of the chat data.

We were then stuck on for quite a while on how to automatically update the active clients as soon as client connects or drops. Later after a lot of brainstorming, Tirth figured out a way where an active clients were sent from the server and accepted as a string from the accept method. Also Tirth figured out on how to select the multiple clients using checkMenuItem.

Later the code was almost done and we both worked on refactoring it.