Commands available:

Client:

#quit: stops the connection with the server & the execution of the client
#logoff: stops the connection with the server but doesn't stop the execution of the client
#sethost <host>: sets a new host (command available if client is disconnected)
#setport <port>: sets a new port (command available if client is disconnected)
#gethost : gets current host
#getport : gets current port
#login <username> : connects to the server using a username (must be disconnected)

Server:

#quit: stops the execution of the server & disconnect every clients
#stop : stops listening for new clients
#close : stops listening for new clients and disconnects every clients
#setport : sets a new port (command available if server is closed)
#getport : gets current port

Additional features compared to v1:

Clients have usernames
Client handle brutal disconnection from server
Server displays messages when clients connect/disconnect
Added console for the server side