The 2 files are already there so I wont show the code here but for this test the client will send a message “TestMsg1 and the server should receive it.

When I run the server file: it brings up the message “Starting server” as expected

Text

Description automatically generated

When I run the client file:

Text

Description automatically generated

This means I can change the message to whatever I want and so there is communication between client and server. From here I could “mirror” the server files for the client and have the server be able to send messages back. I could have these messages just be indicators of the game and what’s going on.