E/17/379
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Gateway.java

Class will listen to the broadcasting UDP packets from post 6000
When a UDP packet is received
- That packet data will converted into Monitor objects
- Using The IP address and the mac address received from the Monitor
- A TCP connection will be established inside a Thread
- Several Threads can run simultaneously.
- A thread can also disconnect without disturbing other threads

EvenntHandler.java

  Used for implementing the run() method inherited from the Runnable interface
Thread will:
- create a TCP server socket using the incoming Monitor data(ID, PORT)
- Read the input stream
- Handle errors and termination of threads.

KillMultipleMonitors.sh
   This file can be used to kill the multiple monitors created from runlMultipleMonitors.sh
script