

Project 1: Part 1

First, we have to start the server by running the program. Then, we have to run the client program. The client connects to the server and is prompted to type a message to send to the server. Then, it sends the message to the server. Once the server receives the message from the client it gets a prompt to send a message back to the client. Once the client receives the message the client program terminates and the server can continue running until you stop it.