**Overview:**

This application was designed to be a multi-threaded instant messaging application using sockets as a network for communication. It is designed to allow multiple clients to join and exchange messages with each other. This application has two components. One being the appserver and secondly the appclient. I have provided screenshots of the server running. It portrays the instant messaging function in real time from more than on client.


**Server function:**
The appserver handles the connection of clients, message management, and the use of multi-threaded socket so it is all operating in parallel time.

**Client Function:**
The appclient is responsible to connect with the server. All the interface and command exectutions. For example, if client said anything it sends it over to the sever which prints it. It connects to the server via IP address and port number.