# Sockets Workshop

Learn about sockets, which can send data between connections.

Note: You will very likely need to understand beginner to intermediate java concepts to go to this workshop.

## Prerequisites

1. A basic understanding of the java programming language
2. An ide, such as eclipse, jgrasp, netbeans, or vscode.

## What we will cover

In this workshop, we cover a simple socket server which sends the date to clients that connect, an example of threads, and a combination of the two in the form of a tic-tac-toe game server.

## Challenges after completing the workshop

1. Make a game where the server generates a random number, and the client has to guess what that number is.
2. Create a texting app where multiple clients can chat with each other.

## Sources we used to create this tutorial

https://docs.oracle.com/javase/tutorial/networking/sockets/

https://cs.lmu.edu/~ray/notes/javanetexamples/ (Our tictactoe uses some examples from this)