**SOCKET PROGRAMMING ASSIGNMENT- 2:**

Here is a thread, which is present in server and client both, and it continuously listens for the message. The client thread listens for any message coming from server and Server thread waits for Clients message:  


Here is the User Control Manual, both server and client ends have access to this:

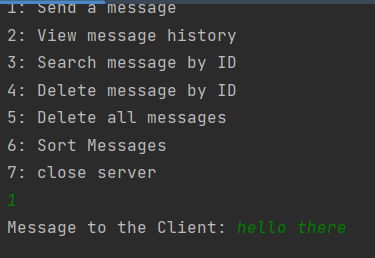
A screen shot of a computer program

Description automatically generated

A screenshot of a computer screen

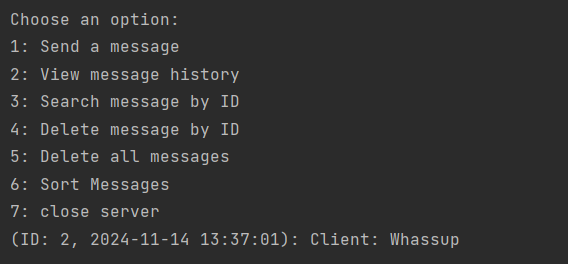
Description automatically generated

When someone from Server chooses operation 1 i.e. Send a message, the Client end receives that message and stores it in a separate array:  
Message from Server:



Message received at Client end:  
A screenshot of a computer

Description automatically generated

Here we send Reply back to our Server from Client: (Server received this message)  


Here is the full conversation history:  
A screen shot of a computer

Description automatically generated