Project 3 Instructions

In one window, compile ServerTCP in one window, and then run it by using the line *java Server*TCP *[portnumber]*, where the portnumber is between 10010 to 10200 if you are on an Auburn Tux machine.

In a separate window, compile ClientTCP and then run it by using the line *java Client*TCP *[address of server machine] [portnumber server is running through]*. From there, follow the instructions the program provides, and a response will be given.

After extensive testing, our code works and should work fine when tested by the TA.