

## Multithread chatroom:

In this assignment I implemented a multithread chatroom.

on the client side: there are 2 threads which runs concurrently, one receives the command from the server and another send command to the server.

on the server side, functions are protected by the synchronization . I used a hash table to store the name of the client as the key and the value is the thread that deals with the certain client, so that you can find the thread easily if you want to have private chat ,

There are 3 more java files, one is for close the socket and there are 2 more, one isvreceive and another one is the send, they can both be used under the client when it need to deal with the server , they can both be passed as parameter of threads

I also did the extra credit too, I set a boolean for the private chat status of a user, if that was false, then reconnect in 3

seconds, if it turn to be true, the server will tell the person who wanna connect that person is ready to connect