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**Computer Network P2**

In the project the first thing I did was first implement the TCP String Server which first I started off by using the TCP server that was used for the first project then I added some new requirement for the new client. And then for the TCP client it’s also similar to the one we did in project 1. I just needed to add the requirement for the client and each client should have one socket before the while loop. Then I get the input and output from the socket. And if the user type Quit that means the user is done. And sometimes It might show error because the server is already in use but you just have to terminate the one that is in used and then run it over and you would start typing your request which would turn into a capital letter. So, the main thing was just to implement some while loops into the TCP server and client persistent code.

Then implemented the Multithread code for the server and the Client which the TCP socket will serve the client. In this Code we also need a while loop. We defined another class called the Task runnable class in the Multithread Demo and we also implemented the dummy class. This implantation is also about defining and running thread. So, for the second Thread Demo it’s also the same thing it’s just that it wants you to accept some parameters. In the while loop we define the thread and pass the task runnable which is how a thread is created and then we measure the time. And it also about socket and thread in order to server multiple clients.



