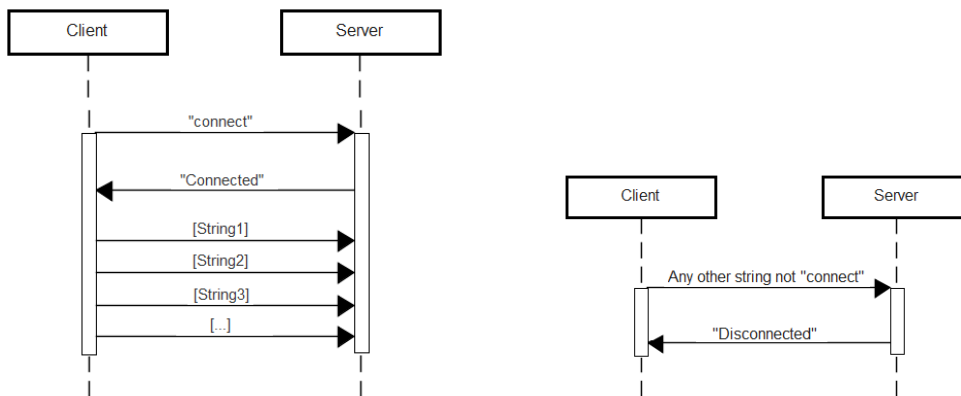


Exercise: First step of a Chat system

Implement a Client/server system following the protocol shown, i.e. after connection the client sends the string "connect", server sends the string "Connected" and then the client may repeatedly send strings to the server. The server, when receiving a string, simply prints it to the server side console. If the server do not get the "connect" string as the first string, it replies with "Disconnected" and closes the connection.



Implement server side and client side for this application and test your solution (if possible, on two computers)

Extra features. Modify the solution such that

- A string "exit" from client is used when server has to close the connection.
- Every string from client is added to a log (eg. an ArrayList).