

Java Networking Online

The server will accept multiple clients. The client will send three types of data to the server.

1. **LMessage** – This is a login message. It includes

- a. username
- b. password (plain text)
- c. type (admin/normal)

2. **SMessage** – This is a message from a client to the server. It includes

- a. from (username of the client)
- b. password (password of that client)
- c. text (text of the message)

The server will only display this message in its console if the username and password matches.

3. **BMessage** – This is a broadcast message from one client to all other clients. It includes

- a. from (username of the sender client)
- b. password (password of that client)
- c. text (text of the message)
- d. forServer (true/false)

The server will forward this message to all other clients if the sender client is of type admin, and username and password of the sender client matches. The receiver clients will display the message in its console. The server will also display this message in its console if forServer is set to true, and username and password of the sender client matches.

You need to implement the above messages as different classes, that means you need to have three different classes namely LMessage, SMessage and BMessage. You also need to write the necessary code to test all different type of messages sent from client to the server. You can use the provided code and add/remove your code there.