Oh boy oh boy, it sure is a programming assignment with socket programming and thread creation. I have it currently set up so that it clears the terminal after the user enters something to the group chat to make it look a bit cleaner. I just used an array with a shifting starting index to store the messages along with their sender and print it out every time a new message is received by the server. Not too complicated.

Also also, I use separate threads for the reading and sending of messages in the client code. I don't know how else to read and write messages at the same time, so this is the best that I got.

## **Step 1: Initialize the Server**

\$javac Server.java \$java Server 1234

These commands compile the server code and run it. The server is listening on port

1234

## **Step 2: Initialize the Client**

\$javac Client.java

\$java Client localhost 1234

Compiles and runs the client code. The Client attempts to connect to the local host on port 1234. Upon joining, the user is prompted for a username. In this case, it's Test 1 as seen in the screenshot (first client is the top right terminal).

When typing and sending a message to the server, it's sent to all other users currently connected to the server.

## **Step 3: Initialize another Client**

\$javac Client.java

\$java Client localhost 1234

Same lines as the last one.

Again, we're prompted for a username, so we just do Test 2. Here you can actually see the chat history and how messages are actually being sent to the other client (bottom right terminal).

