

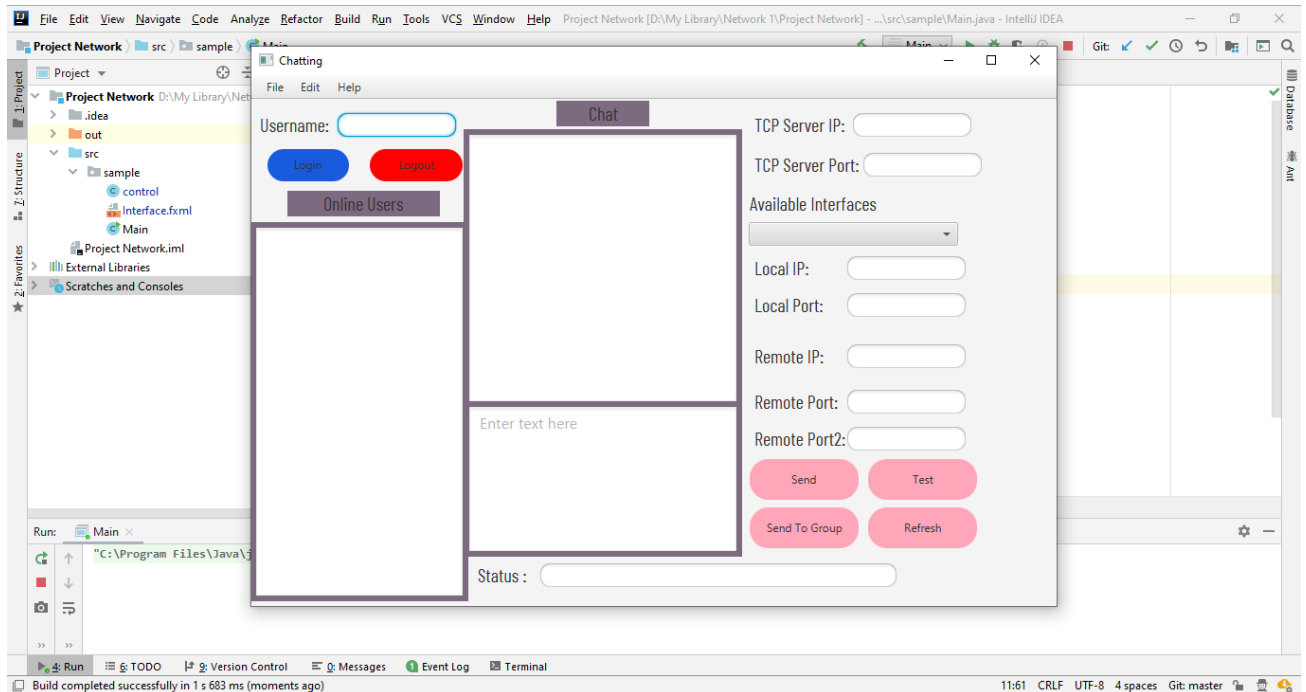


Course Name : Network I	Topic : 1 <sup>st</sup> Assignment
Date:20/11/2021	Computer engineering
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## Part 1: (One to One)

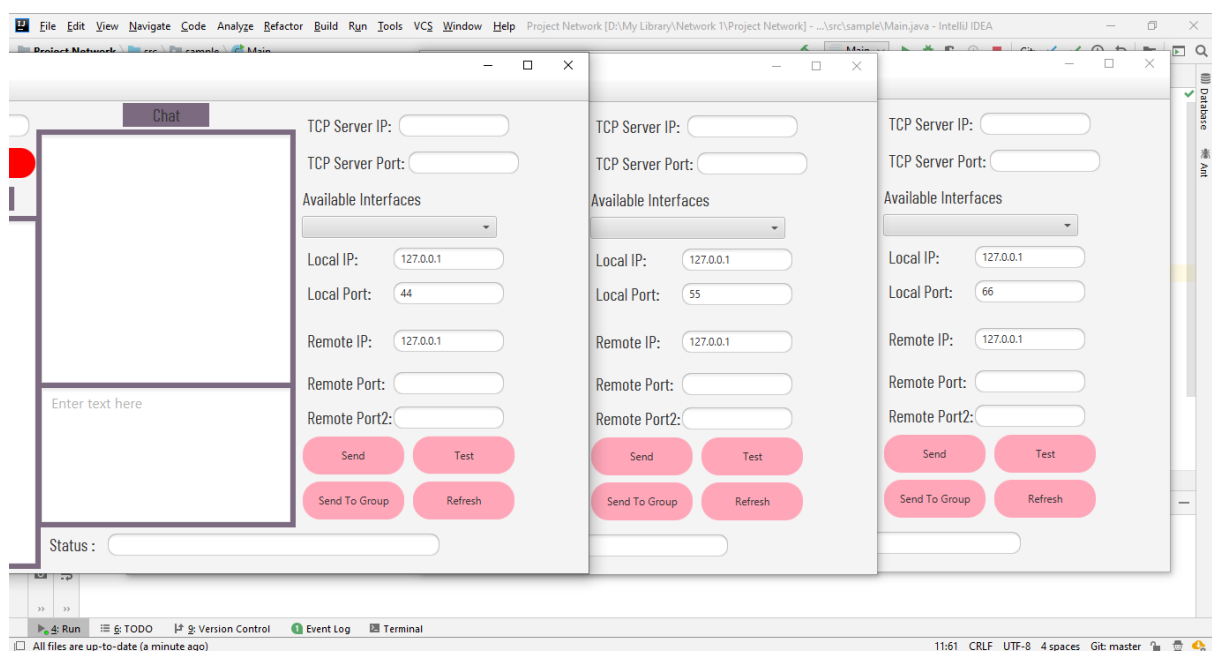
Peer-to-peer Application Chatting Java UDP Socket Programming. We used IntelliJ software application to program an application for two clients to send and receive Message.

### 1. Run Main.java Class (3 Repetition)



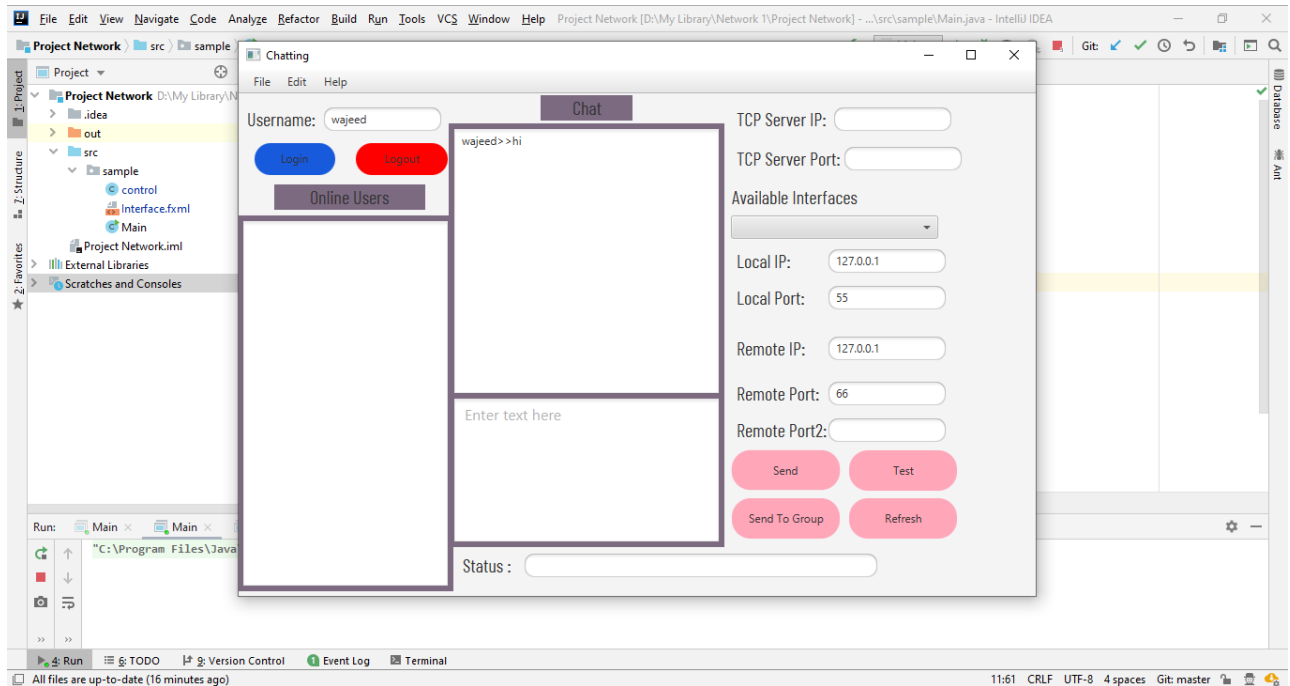
### 2. Enter number Local IP (3 users Different) And Select

**Local IP & Remote IP from Available Interfaces Then Click on Button Test.**

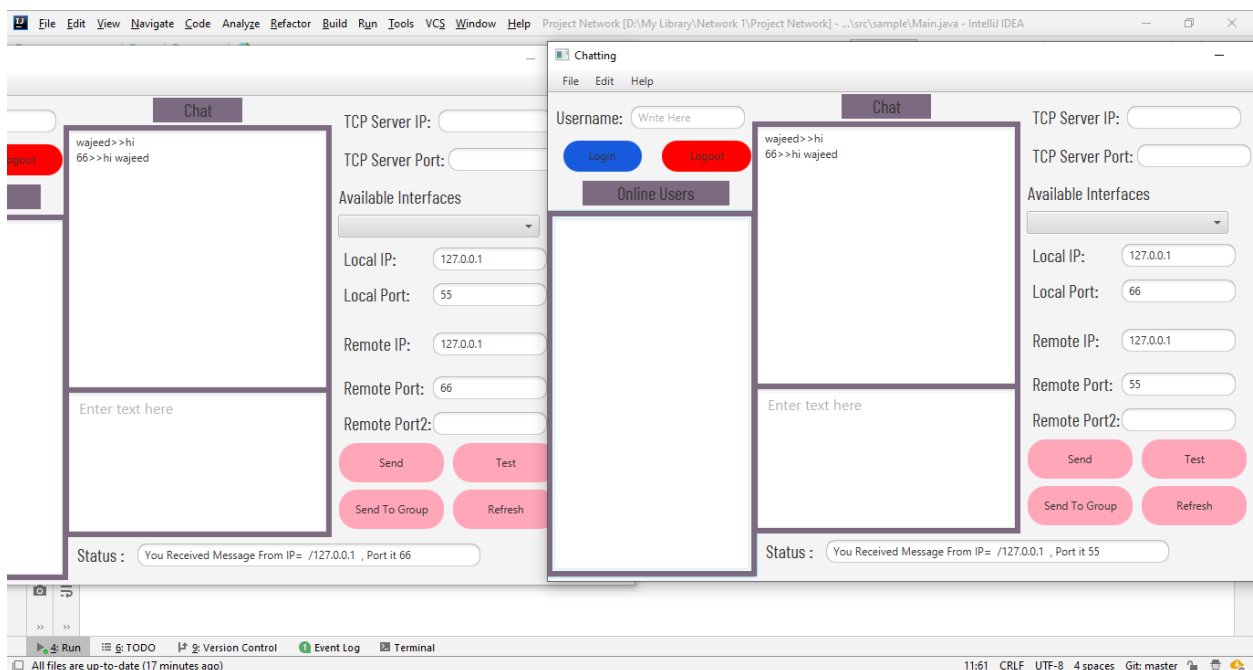


### 3. Enter number **Remote Port (Receiver)** Then Writing Message on **Text Area** then click on button **Send**.

**\*\* Can Write Username or Empty (take Number port Sender)**



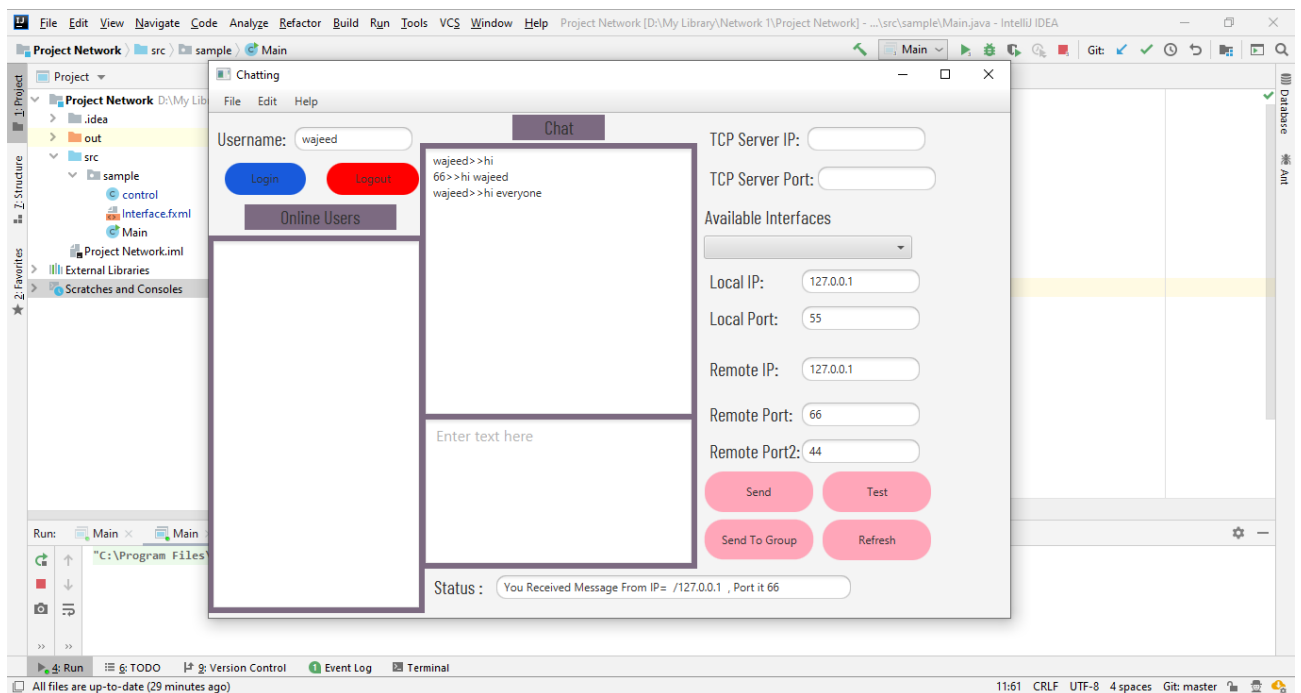
### 4. To show the **Message** from Receiver Click on button **Refresh**



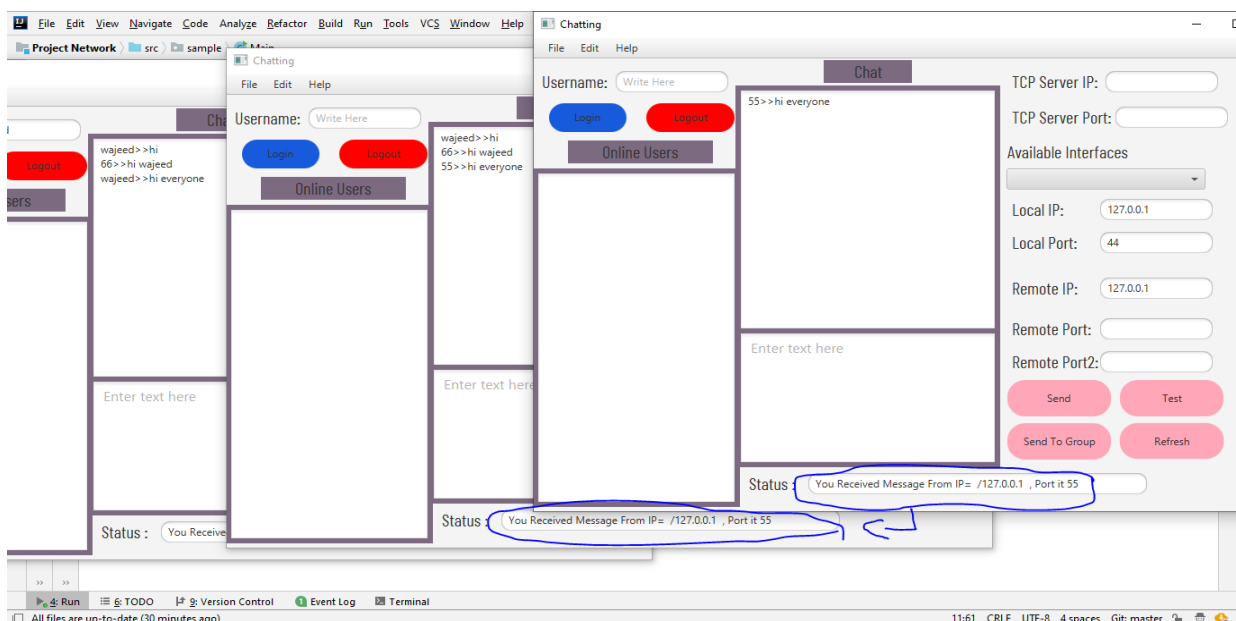
## Part 2: (Group)

Peer-to-peer Application Chatting Java UDP Socket Programming. We used IntelliJ software application to program an application for clients to send and receive Message.

1. Enter Number **Remote Port2 (Receiver 2)** then Writing Message on **Text Area** for **page Sender** then click on button **Send to Group**.



2. To show the **Message** from Receivers Click on button **Refresh**



## \*Another Page Send

