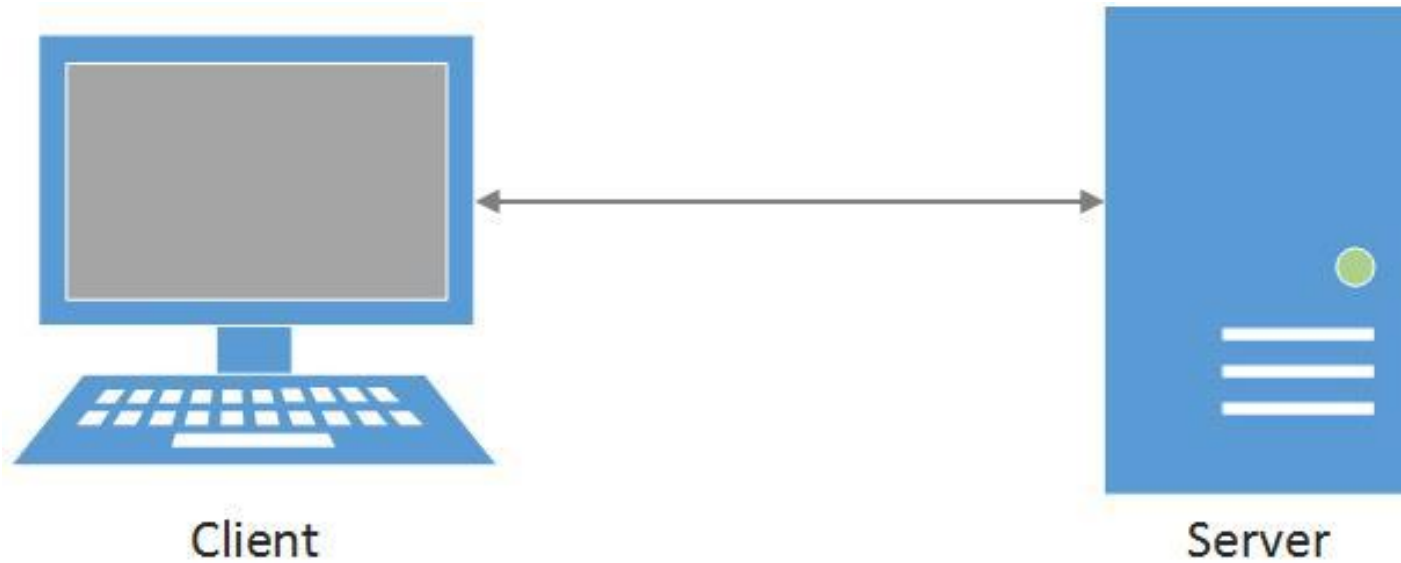
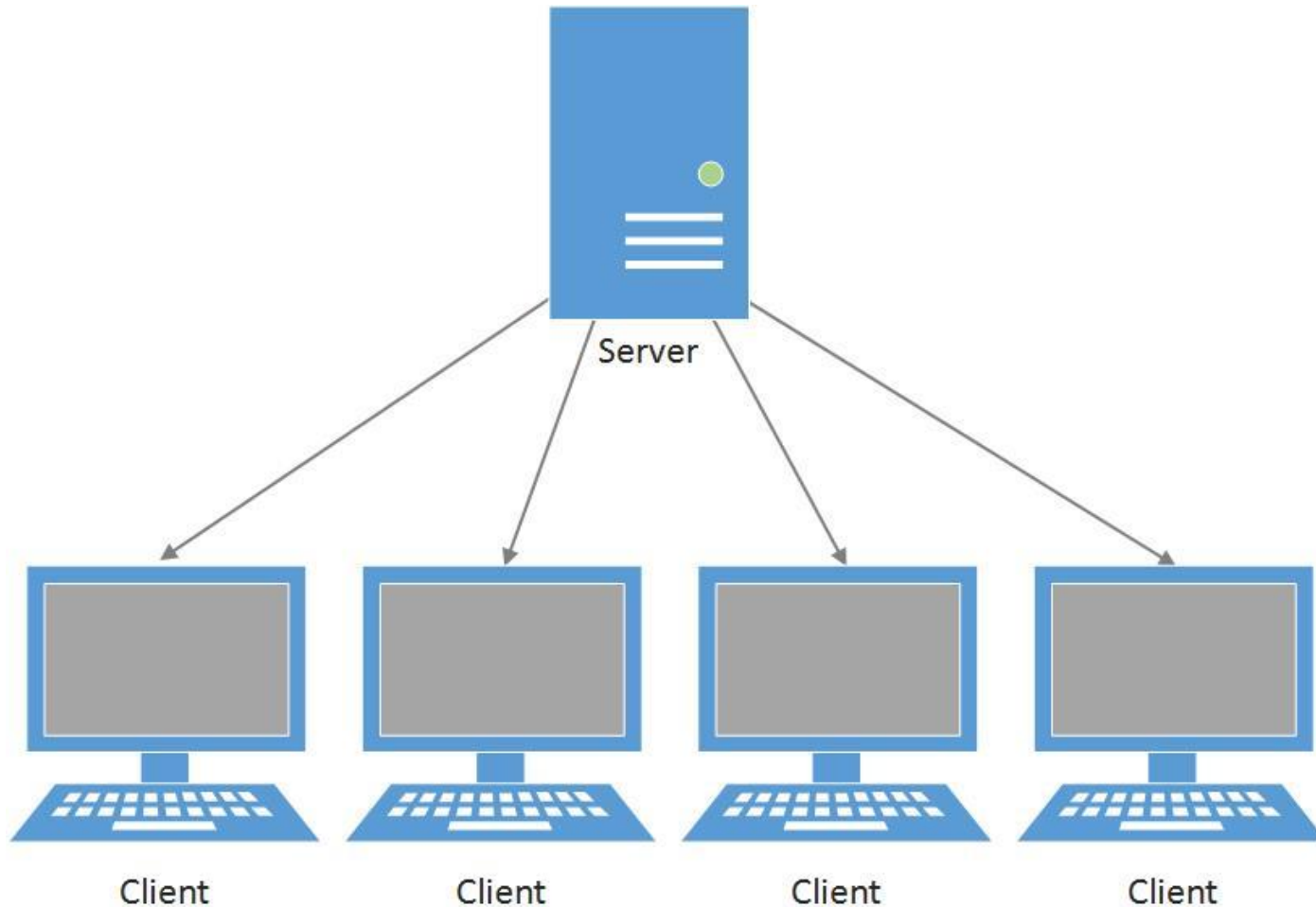


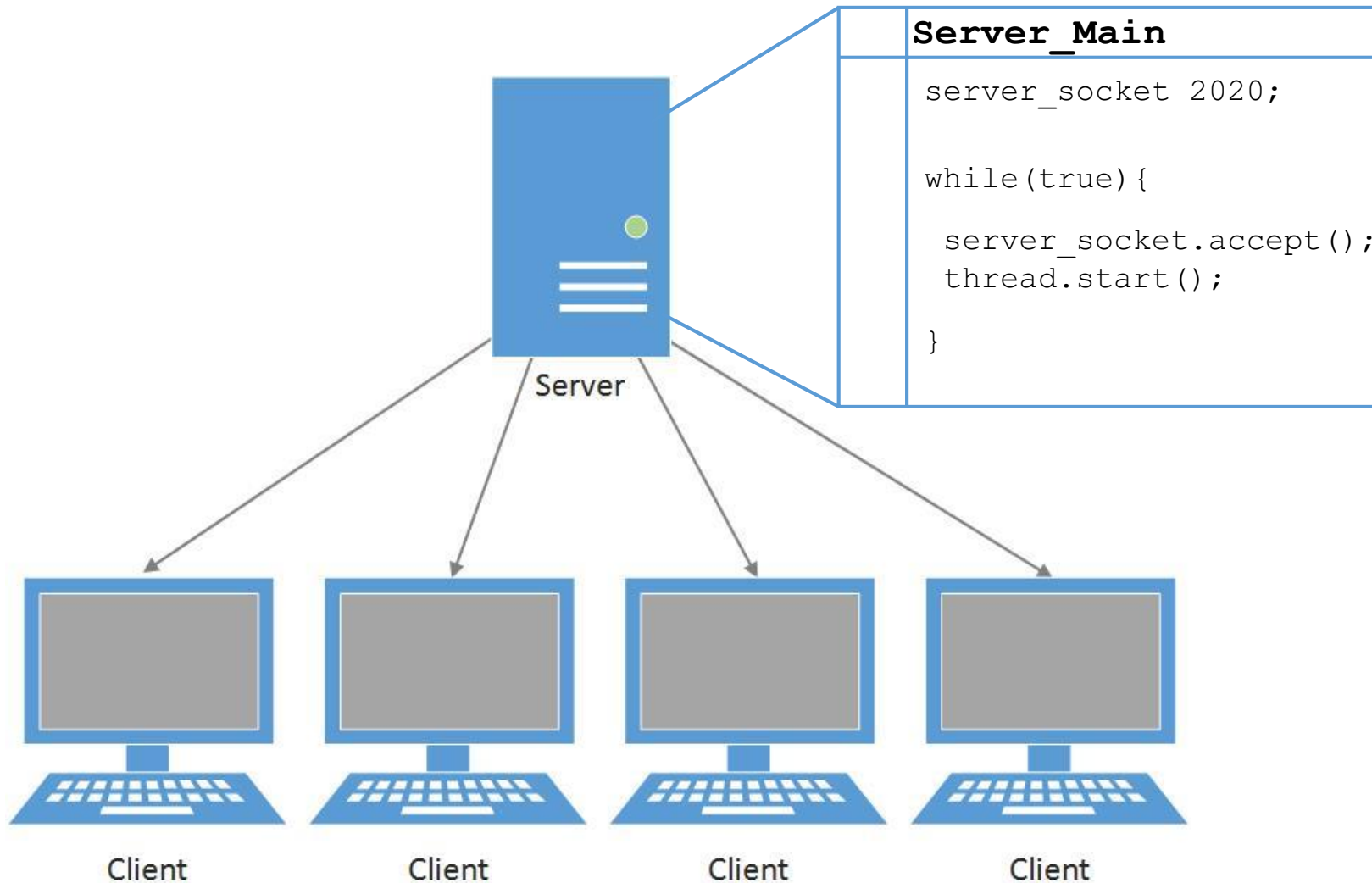
Simple TCP Program



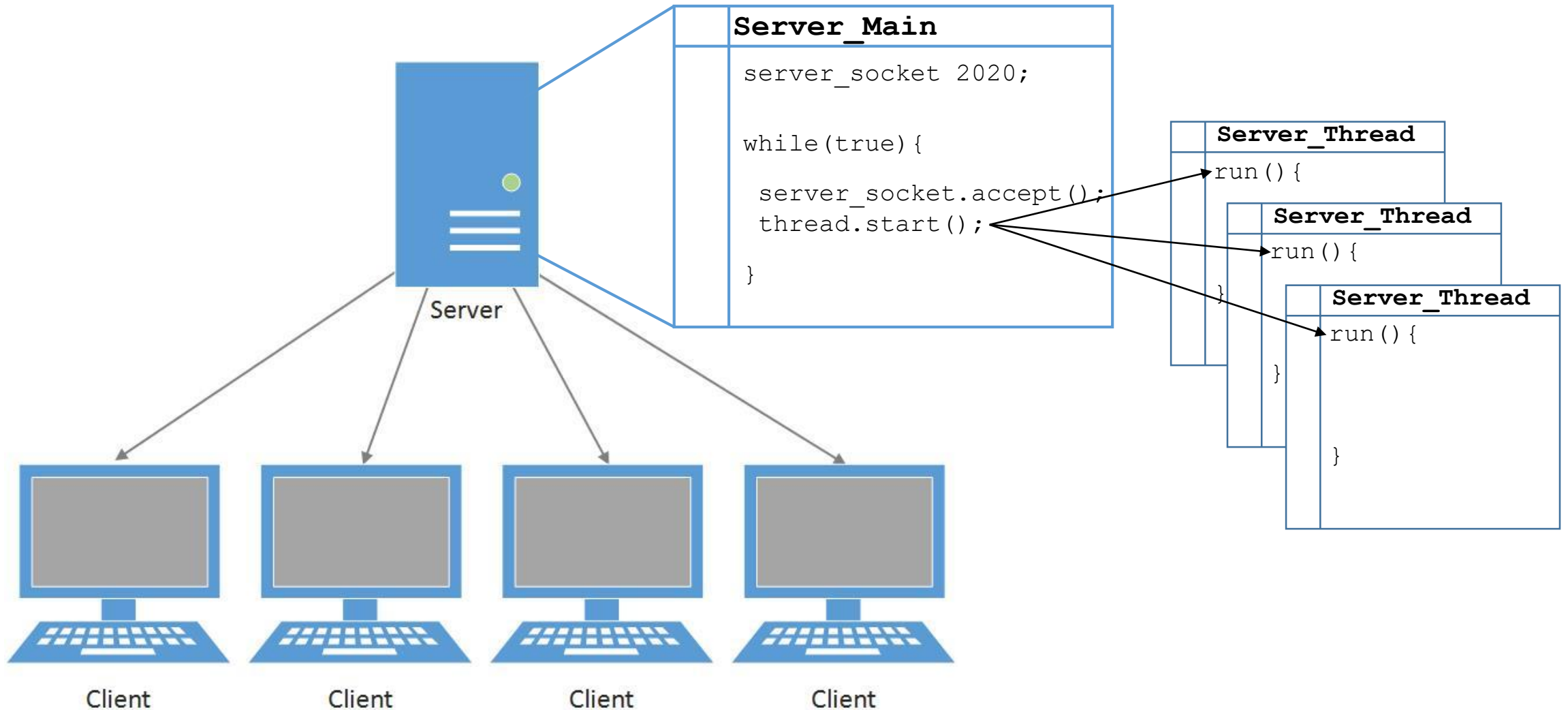
Simple TCP Program + Multithreading



Simple TCP Program + Multithreading



Simple TCP Program + Multithreading



.this

```
public class Point {  
    public int x = 0;  
    public int y = 0;
```

```
//constructor
```

```
public Point(int a, int b) {  
    x = a;  
    y = b;  
}  
}
```

```
public class Point {  
    public int x = 0;  
    public int y = 0;
```

```
//constructor
```

```
public Point(int x, int y) {  
    this.x = x;  
    this.y = y;  
}  
}
```