Assignment

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-create a client server application contain two clients connected on the server at port 3324.

-server must generate a random number between 1 and 10

-each client will try to guess this number (entered by scanner) in the client side and send to the server.

-they have 5 tries to guess it.

-first one will guess this number will be a winner. server must send a message for each client to tell them who is the winner and the loser.