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DS LAB 1 Writeup

Steps of Execution:

1. Open the **ClientServerInteractor** folder using an IDE such as Eclipse.
2. There are 2 classes Server.java and Client.java, run the Server code (Server.java) first this will open a GUI of the server.
3. Run the client code. (Client.java) this will open a GUI for client.
4. When asked, enter the IP Address: 127.0.0.1(localhost) and then the users name (Preferred screen name) Make sure each client has a unique username.
5. Use the same procedure from step:2 to open multiple clients.
6. The client window now opens. Enter the message in the input text box at the bottom in the format below:
For 1 – 1: Uni,"Client to whom you're sending the message",message
For 1 – n: Multi,message
7. The Server UI will display the messages in a http format.
8. If you want to quit enter "quit" in the text box in the client window and all the connected clients will be notified.
9. All connected clients will also be notified if the server's connection ends.

Note: The messages for client should be comma separated values.