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Project

The project is on a chatting application where there is a server and a client interacting with each other with the help of Graphical User Interface

Methods/liberaries Used In Project

import javax.swing.\*;

import java.awt.\*;

import java.awt.event.KeyEvent;

import java.awt.event.KeyListener;

import java.io.BufferedReader;

import java.io.IOException;

import java.io.InputStreamReader;

import java.io.PrintWriter;

import java.net.Socket;

getInputStream()

getOutputStream()

accept()

flush()

isClosed()

InputStreamReader()

* We have also used threads in the project for reading and writing simentenously

Functionality

It is a Normal Chatting System where you can send and receive messege .