Benjamin Schreyer Sockets Lab Write Up 12/4/2020

**What Did I Learn?**

How to establish client and server sockets and use a listener to accept clients and create threads to handle each client.

**What Issues Did I Encounter?**

When creating my in and out reader/writers for the client I created function scope in and out variables which caused the class fields in and out to be null instead of streams connected to the server. This caused my clients to throw exceptions when trying to send a message which was fixed by not redeclaring in and out in function scope and setting the class fields instead.

**What Would I Have Done Differently?**

I had written a chatroom/game in Java for Java I, I should have reviewed that code before jumping in as I could have completed this with less errors.

**How Can I Apply This Concept In The Future?**

Servers are useful for many things like work/document collaboration tools, video conferencing applications, websites, games, and distributed computing. The internet is made up of servers that respond to the HTTP protocol.

**Test Run**

