**Exercise: Simple chat client**

In these exercises, you will work with C# threads and a local network.

Your mission, *should you choose to accept it*, is to create a chat program running in a console window on a PC

– YES! This is your first baby steps to make SnapChat join MySpace, Geocities and all the other extinct dinosaurs.

**Exercise 1:**

Create a console application, which shall act as the chat server. It shall listen for incoming TCP messages on port 4001 and print them on the console.

Exercise 2:

Create another console application, which shall be the chat client. For now, just make the client send “Hello

Talking to your self is no fun (what’s the point in always being right, right..?), so when your program starts, it shall connect to a chat program on one of your fellow students computers.

The text you enter shall be sent to the other computer and written to the console.

Likewise, text entered on the other computer shall be sent to your computer and written to the console.

Hint: You will probably need a *TCPListener* and *TCPClient* for your application. And multiple threads of course.