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Assignment Three ReadMe

Whiteboard

Compilation:

javac *.java

Explanation:

Using Multicast Socket, we have the Server send out datagram's to multiple Clients to share the same Whiteboard image, we have a server to handle all the datagram's sent by Client and showcase them to others using the Client. we send the x and y coordinates when mouse is pressed and dragged across to the server and then the server will handle it.

Run Client:

java Client