Program Test 1, OOPL
Due Time: **2: 10** pm, April 6th.

Open Book, but No Internet!

Honesty and Independent Work Demanded! **(각자 정직하게 답해 보세요.)**

Please do not give me any question! Try as you understood.

(질문 받지 않습니다. 이해한 범위 내에서 하시길 바랍니다.)

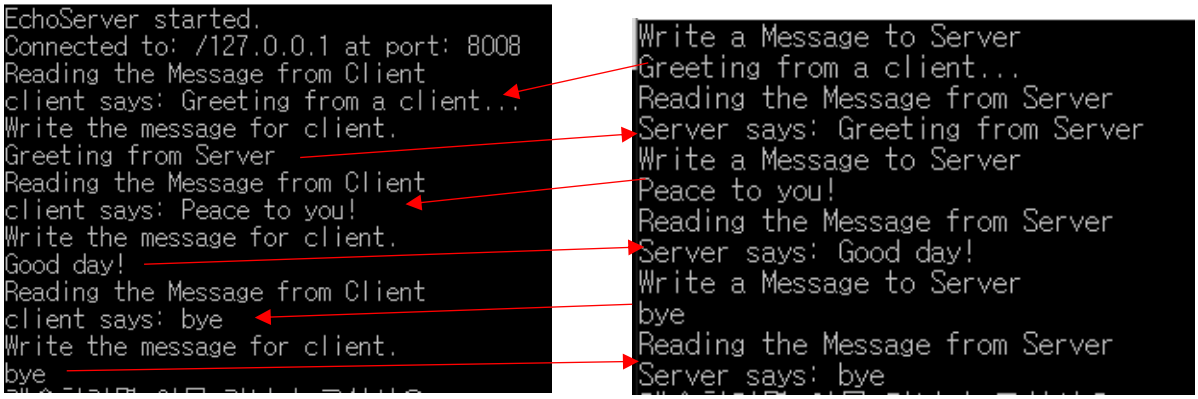
Q1: Modify the given class socket example programs for exchanging messages between the server and client program as below:

The two program continues communication until both send "bye".

Make a use of Scanner library function for making a string message.

Use the **same socket opening**, and do **not use any UTF** functions.

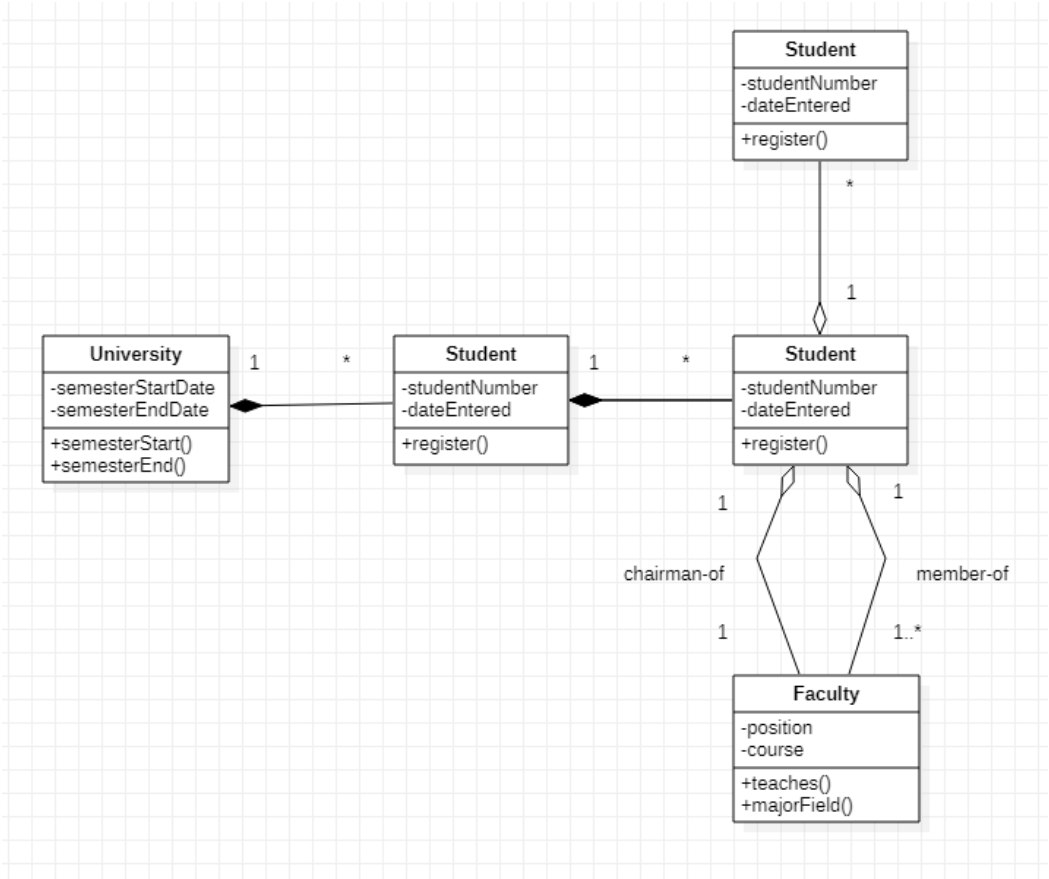
You are supposed to use and modify the given class example, EchoServer.java and EchoClient.java.



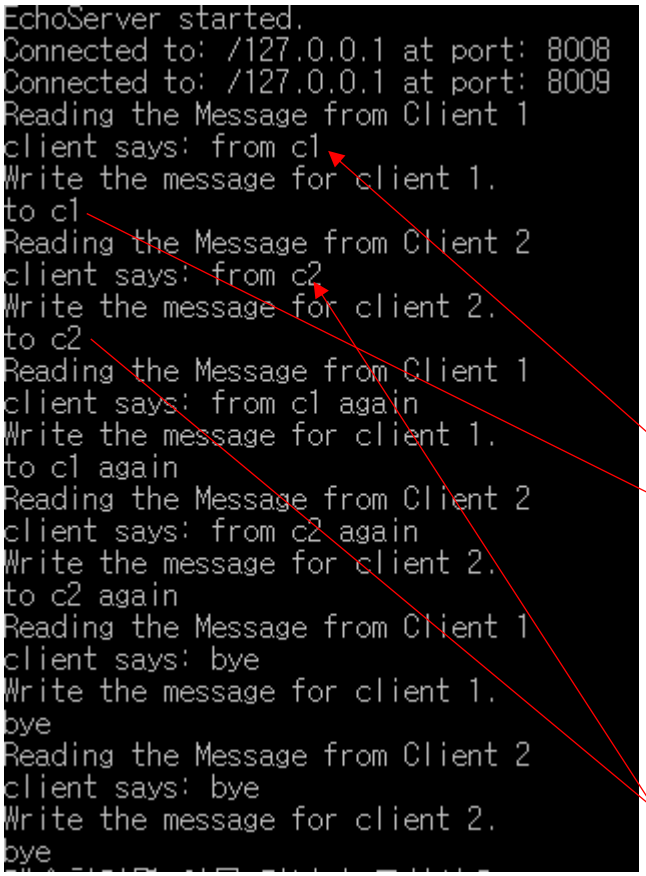
Submit your zip file that contains ServerSide.java and ClientSide.java under the name, **Your_Name_socketTest**.zip that also contains your starUML file, YourNameUML.mdj.

Submit your result into Hisnet.

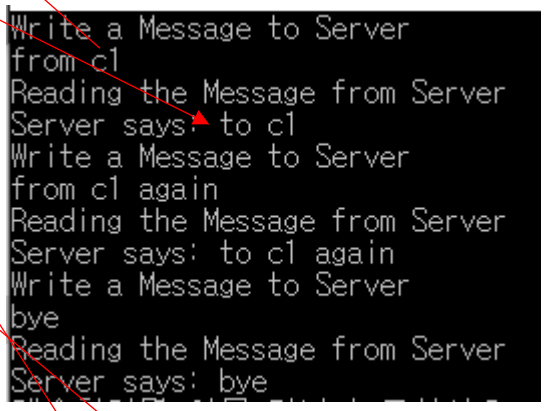
Q2: Draw the given UML diagram with your starUML and store the result under the file name, YourNameUML.mdj, and include the mdj file into the file, **Your_Name_socketTest**.zip

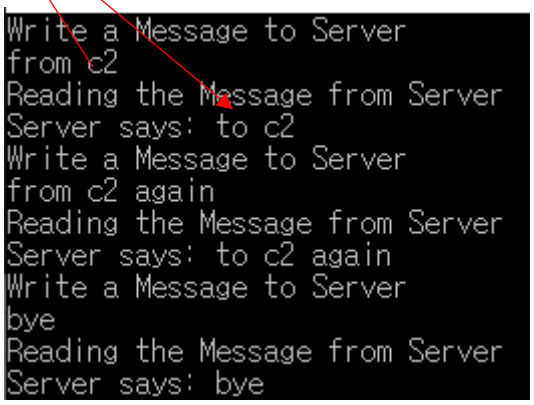


Q3: If you have finished Q1, expand Q1 so that one server can communicate two clients with some communication sequence as given below:



The single server communicate client 1 first, then client 2, and client 1, then client 2, and so on until all three send 'bye'.





Submit your zip file that contains **ServerSide2**.java and **ClientSide2**.java, and **ClientSide3**.java under the same zip file,
Your_Name_socketTest.zip