Project13

ChitChat.java

LittleServer.java

```
System.out.print("CONVERTED STRING: " + Sender + "\n");

nextByte = in.read();
while (nextByte! = -1) {
    baos.write(nextByte);
    System.out.write(nextByte);
    nextByte = in.read();
}

String baosString = baos.toString();
baos.reset();

System.out.print("CONVERTED STRING: " + baosString + "\n");

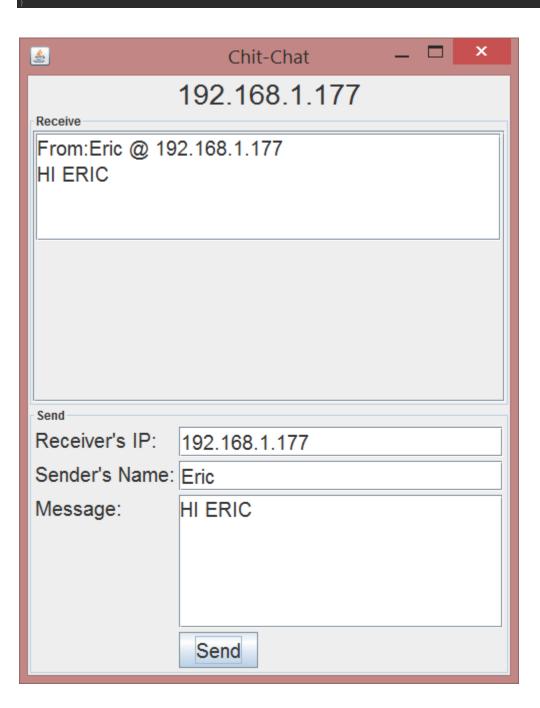
//build string
String newMessage = new String("From:" + Sender + "\n" + baosString);

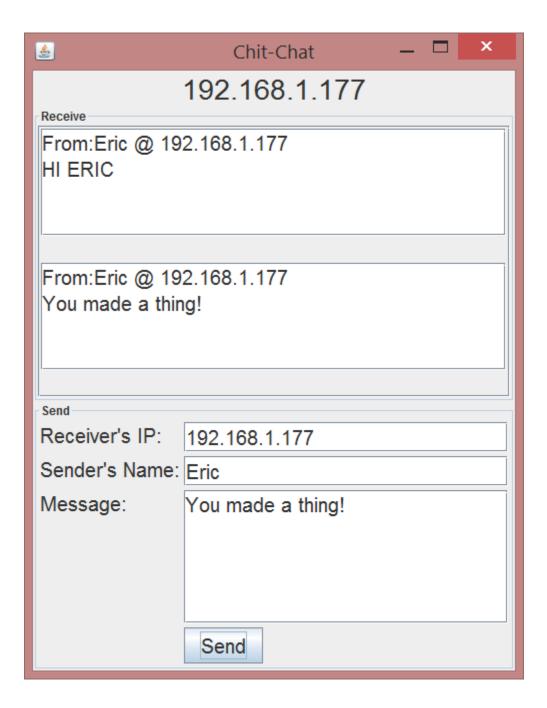
chitchat.addAMessage(newMessage);
System.out.println(hostName + " disconnecting");

if (in != null)
    in.close();
    if (out != null)
        out.close();
    if (clientSocket! = null)
        clientSocket! = null)
        clientSocket.close();
}
}
catch (Exception e) {
System.out.println("Error in RemoteConnection thread:" + e);
}
}
```

Client.java

}





I tested this over my local network also. It worked for a little bit and then broke everything until I reset my router. I'm not sure exactly why and I think that might be outside of the scope of where we're at