Server Classes:

Server:

Contains main method.

ExitManager:

Allows the server to exit cleanly.

ServerRunnable:

Listens for requests from clients on its own thread, and sends responses.

Request:

Contains information about clients’ requests.

Message:

Manages packetizing data and sending it.

Client’s Classes

Client:

Creates the client processes which sends the message “hello server” in packets

Response (in Server.java):

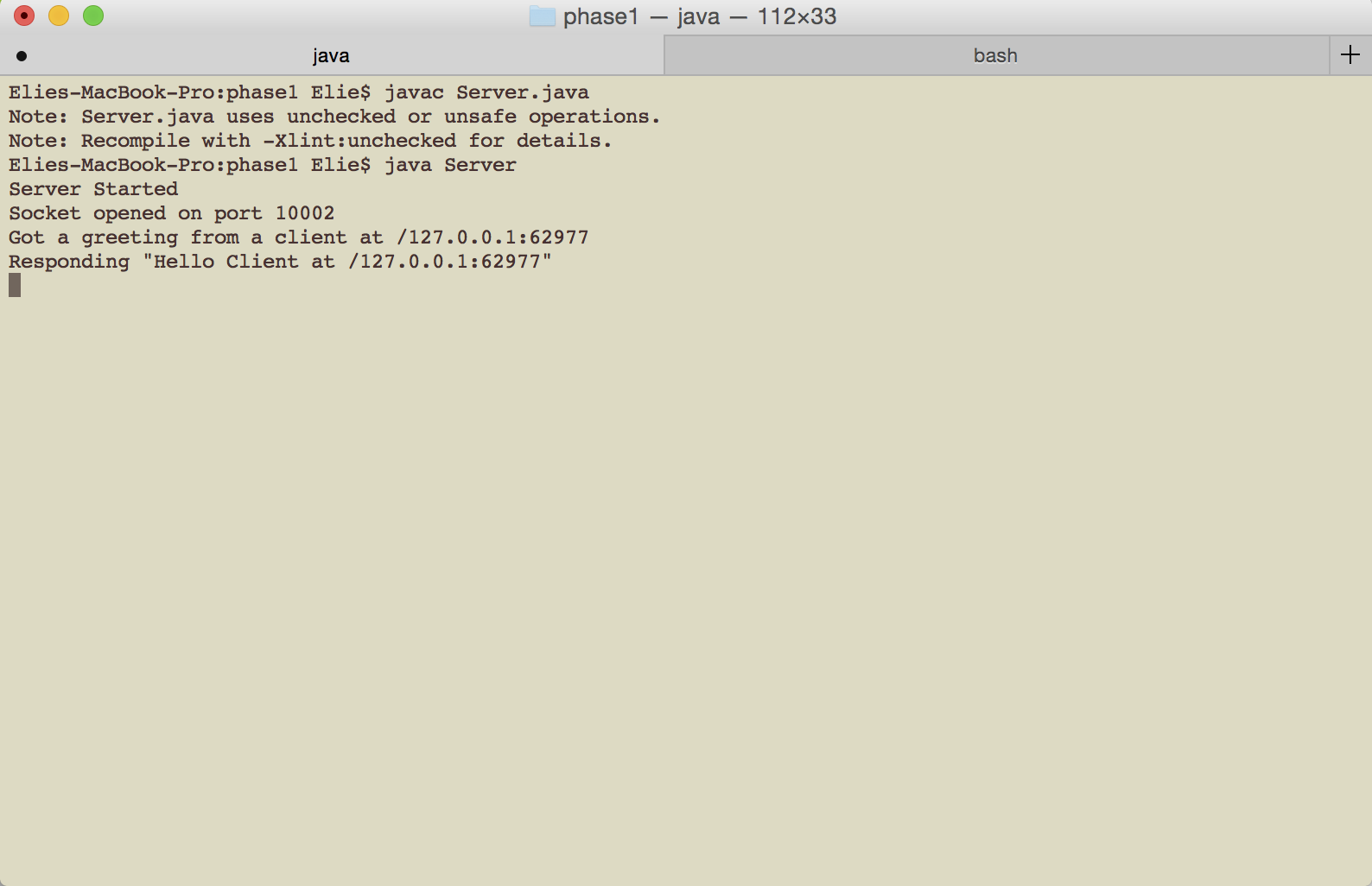
Contains information about server’s response.

getResponse:

Reads the response from the Server and formats it correctly.

Working Case

**Server Process**



**Client Process**

