Using java.net.\* package implement the following:

1. a server class that is capable of handling clients requests as follows:

* clients send a messages to the server the server respond that It got the message (515OK)
* clients messages are request to a simple math calculation for example if a client sends 3\*5 the server responds with 3\*5=15.  supported operations are (+,-,/,//,% and \*)
* Server needs to keep count of number of clients connected to it.
* if client send "COUNT" message the server responds with the total number of clients connected to it.
* Client and server needs to be a 100% in synch.

2. a Client class that simulates clients and support the above functionality.

**Due: Thursday Feb 1st.**