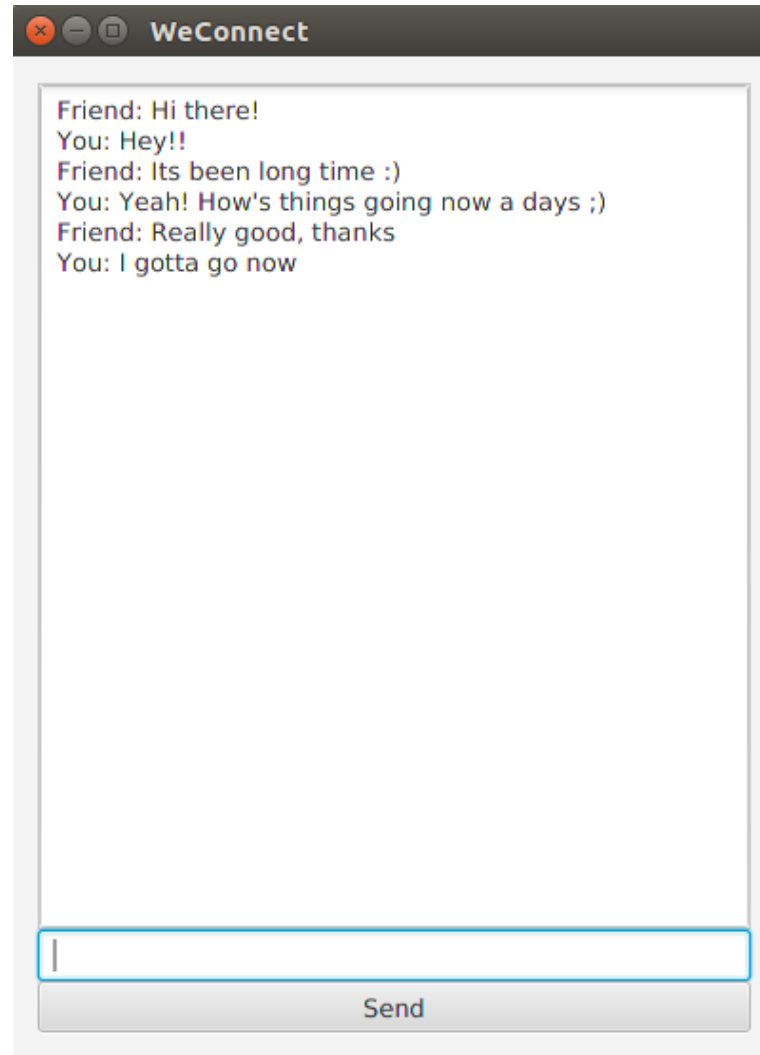
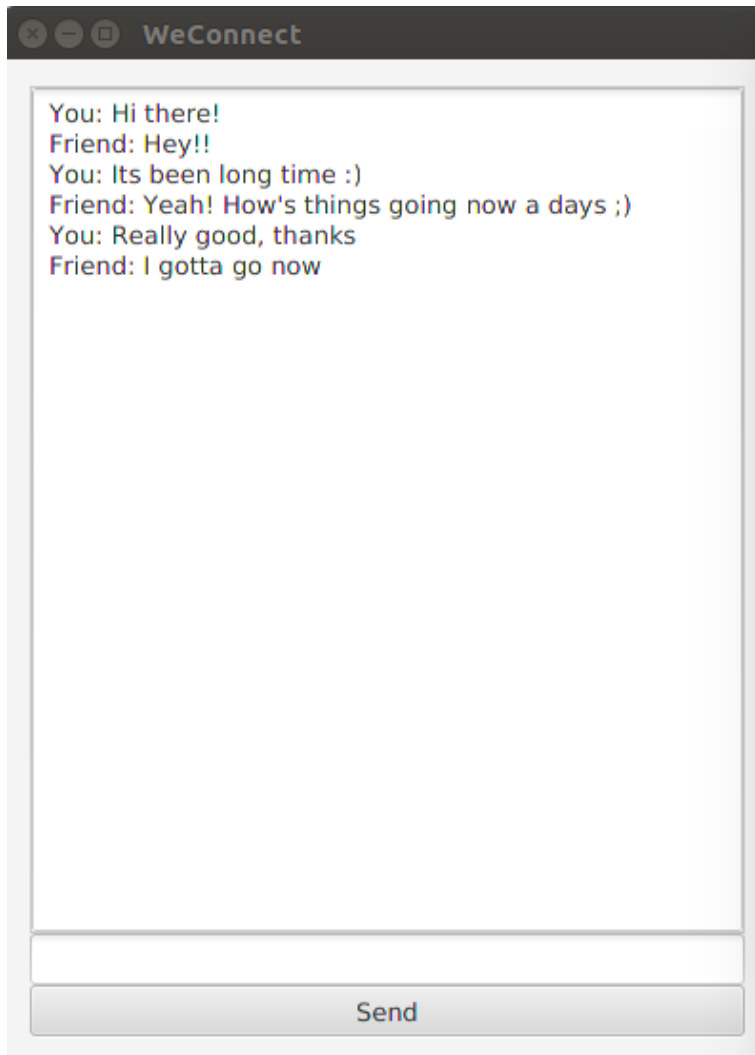


## WeConnect Application

This is a chatting application which enables two friends to connect and share thoughts. The application connects with a remote chat server to exchange messages between two connected friends.

### Implementation:

- The TCP/IP protocol is used
- To sync the message area with the incoming messages, a message consumer is used which is triggered everytime a new message is arrived
- To start WeConnect application, run Main.java



**Note:** Make sure the chat server is already running before starting the WeConnect application

## Chat Server

The server acts as a mediator to exchange messages between two conneted friends.

### Implementation:

- It opens the channel when two friends come online. At a moment, it can serve only two connections. When any or both friends go offline, it again goes to the waiting state.
- Every message consumed by the server is logged onto the console.
- To start chat server, run ChatServer.java

### Server logs:

```
Waiting for two friends to join the channel!!  
Friend I joined :)  
Friend II joined :)  
Opening the chat channel!!  
Friend I: Hi there!  
Friend II: Hey!!  
Friend I: Its been long time :)  
Friend II: Yeah! How's things going now a days ;)  
Friend I: Really good, thanks  
Friend II: I gotta go now  
Friend II: bye  
Waiting for two friends to join the channel!!  
Friend I: bye  
Closing connection with the Friend I.  
Waiting for two friends to join the channel!!|
```