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**Title: TCP Multiuser Chat Application**

**Brief description:**

The Client/Server Chat application is built in JAVA. Clients connects to server and after successful connection, client can send message to other clients connected to the server. Server keeps track of all the messages of the clients connected in the network. Here the client sends message to the server and server further sends the message to the clients.

1. New client connects.

2. Synchronize the new client: Synchronize the names I/P and add it to the list, if it is

not present add the names to the list.

3. Accept messages and transmit

4. Server takes message and transmits further to destination user.

5. Close the connection

**Protocol details:** TCP Transport layer protocol.

**Test Cases:**

1. On the client side, connect/login without connecting/starting the server.

2. On the client side, send without login/connecting to the server.

3. On the server side try to change the server port number.

**Related:**

No third party tools are used.