## **Dojo 4 Description**

Create two WPF applications, a client and a server to exchange messages.

The client:

Chat Name:	Connect
Messages	
YOU: How are you?	
Horst: Hello	
Hans:	
Message:	Send

The Connect button is enabled only if not connected.

The send button is enabled only if Message contains at least one character (Set UpdateSourceTrigger to PropertyChanged)

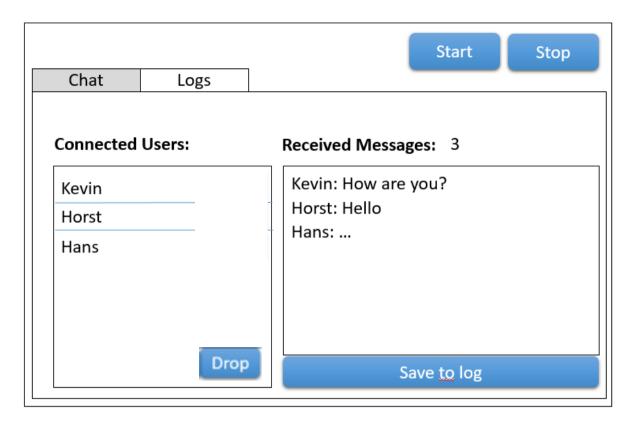
Receiving a "@quit" message lets the client disconnect from the server

## The server:

Drop button sends a @quit command to the client and disconnects the client.

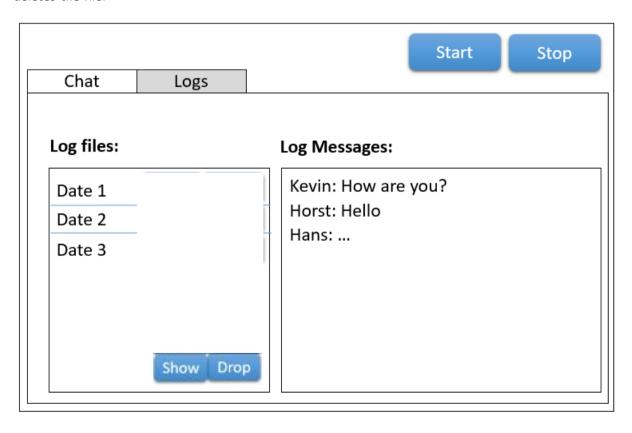
...Sends all the messages received from clients to the other clients.

Start is only enabled if not running and vica versa.



## **BONUS TASK**

"Save to log" button writes the Received messages to a file. They can be viewed via the Logs section (use a TabControl). Show button displays the entries in the Log Message section; the Drop Button deletes the file.



Reference Implementation is available at the repository