

## **CSE 202 : Offline on networking and GUI**

For this offline you have to create a multi-threaded server client communication with a simple GUI. Clients will send the server a message and the server will capitalize the message and will send back to the client. The basic networking code is given with this offline. You just have to add a simple GUI.

### **Server:**

The Server side GUI will have a button and a Text Area. After pressing the button the server will start. Each client will have an id. Whenever a client gets connected to the server or sends some message to this server it will be shown in that Text Area. For example following can be the contents of a Text Area :

Server has been started successfully.

Client [1] has joined.

Client [2] has joined.

Client [1] said : hello!

Client [1] said : I am papon!

Client [2] said : hello server!

Client [1] has leaved.

### **Client:**

For the client side there will be a Text box where the client can write some message. There will be a "send" button. Upon clicking on the button the message will go to the server. There will also be a Text Area where the server response will be showed. For example for client [1] following can be the contents of the Text Area :

From Server : HELLO!

From Server : I AM PAPON!

Submission Deadline:

Students of B2 will have to show their offline on next Tuesday