

- The server is the first program to run. Once the server is running, it starts running on the given port (ie: 5000) and waits for a client to connect.
- Then a client connects to the server using the same port number (ie: "localhost" 5000). The user is prompted to input a username, and once it's given, the server will display a welcome message for the user that just connected.

```

server:
MINGW64/c/Users/emax/Documents/Development/Projects/Java Socket Pro...
emax@DESKTOP-6J3BCUM MINGW64 ~/Documents/Devel
ming (master)
$ java server
welcome Adefuye!

client:
MINGW64/c/Users/emax/Documents/Development/Projects/Java Socket Pro...
emax@DESKTOP-6J3BCUM MINGW64 ~/Documents/Devel
ming (master)
$ java client
username =
Adefuye
message:

```

- If the client doesn't provide a username, the connection to the server will be closed
- And users can send unlimited messages, so long as the server is still running.

```

server:
MINGW64/c/Users/emax/Documents/Development/Projects/Java Socket Pro...
emax@DESKTOP-6J3BCUM MINGW64 ~/Documents/Devel
ming (master)
$ java server
welcome Adefuye!
Adefuye: Here's a message
Adefuye: and another
Adefuye: and another one
Adefuye: so long as the server is running

client:
MINGW64/c/Users/emax/Documents/Development/Projects/Java Socket Pro...
ming (master)
$ java client
username =
Adefuye
message:
Here's a message
message:
and another
message:
and another one
message:
as long as the server is running
message:

```