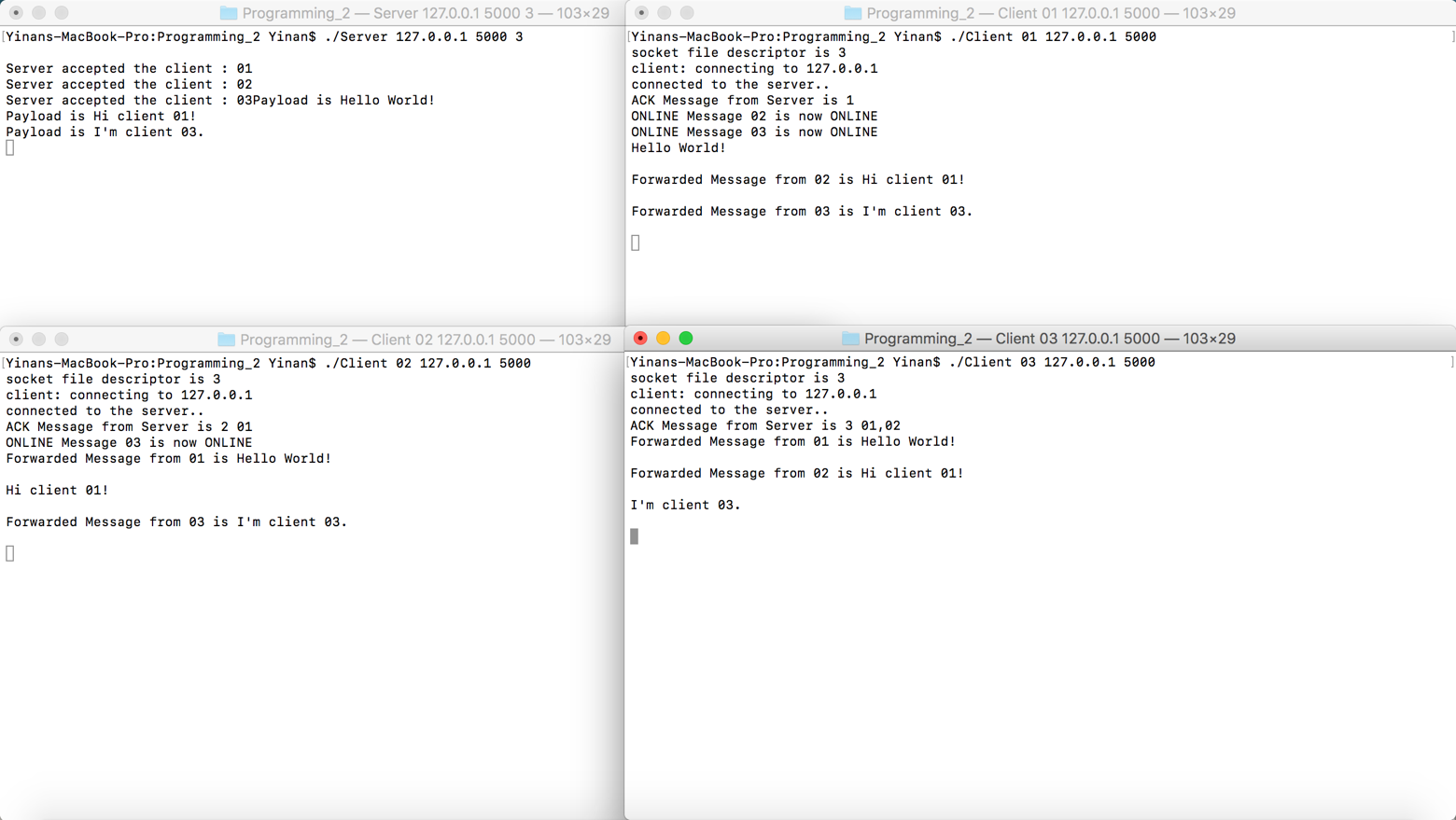
**TCP Simple Broadcast Chat Server and Client**

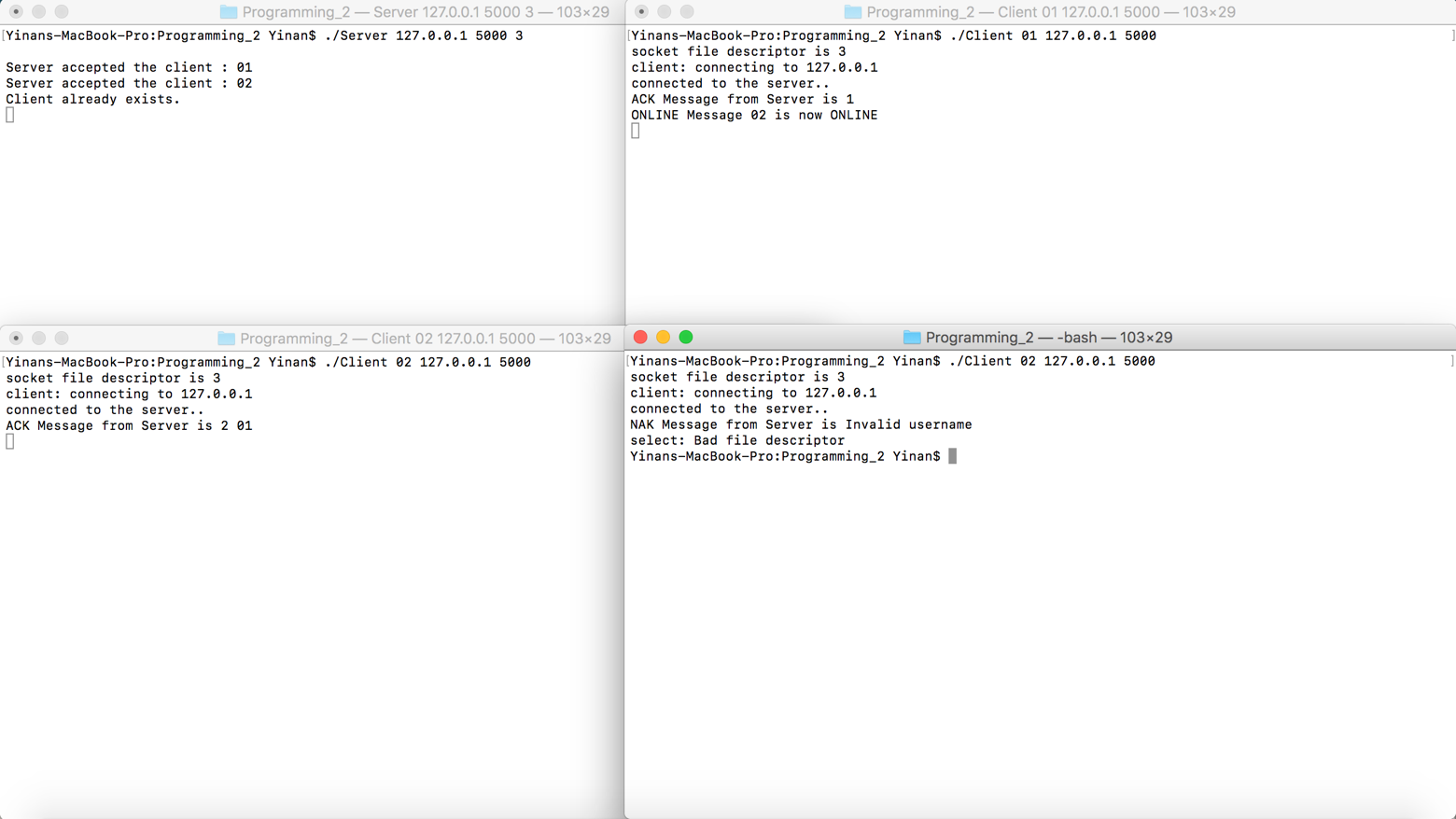
**ECEN 602 Network Programming Assignment 2**

Liuyi Jin 225009797 Yinan Zhu 825008922

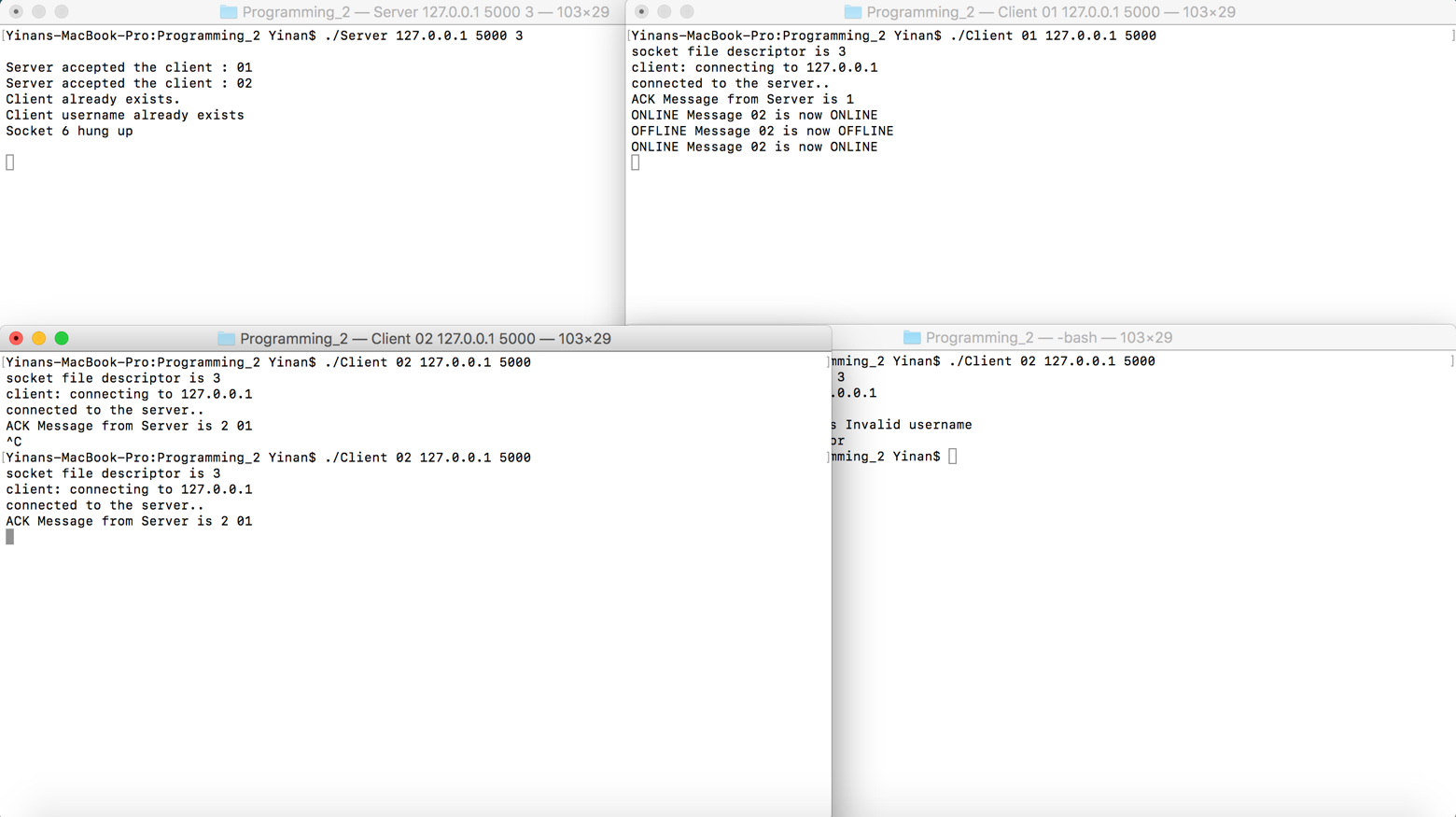
Case (1): normal operation of the chat client with three clients connected



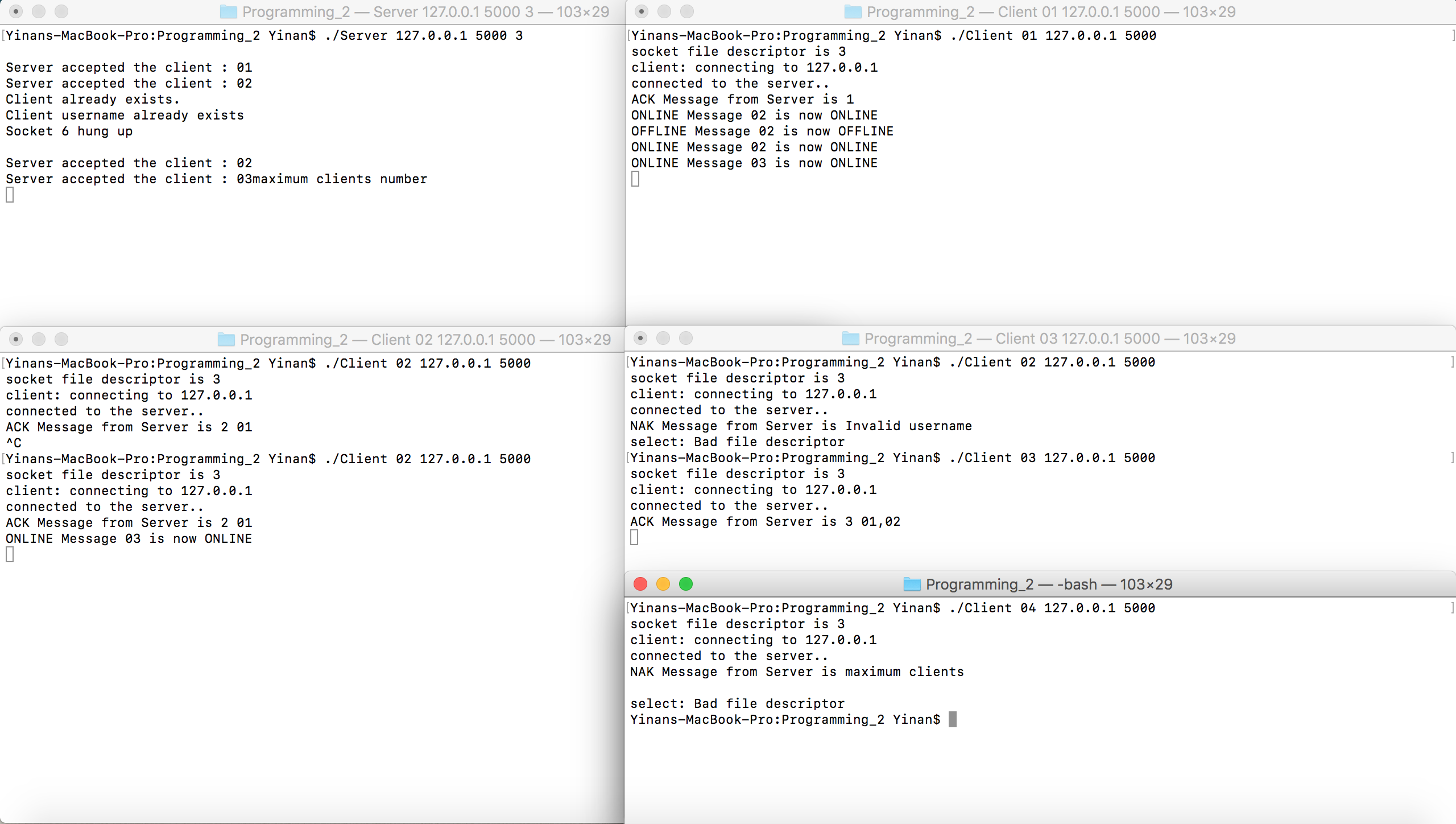
Case (2): server rejects a client with a duplicate username



Case (3) server allows a previously used username to be reused

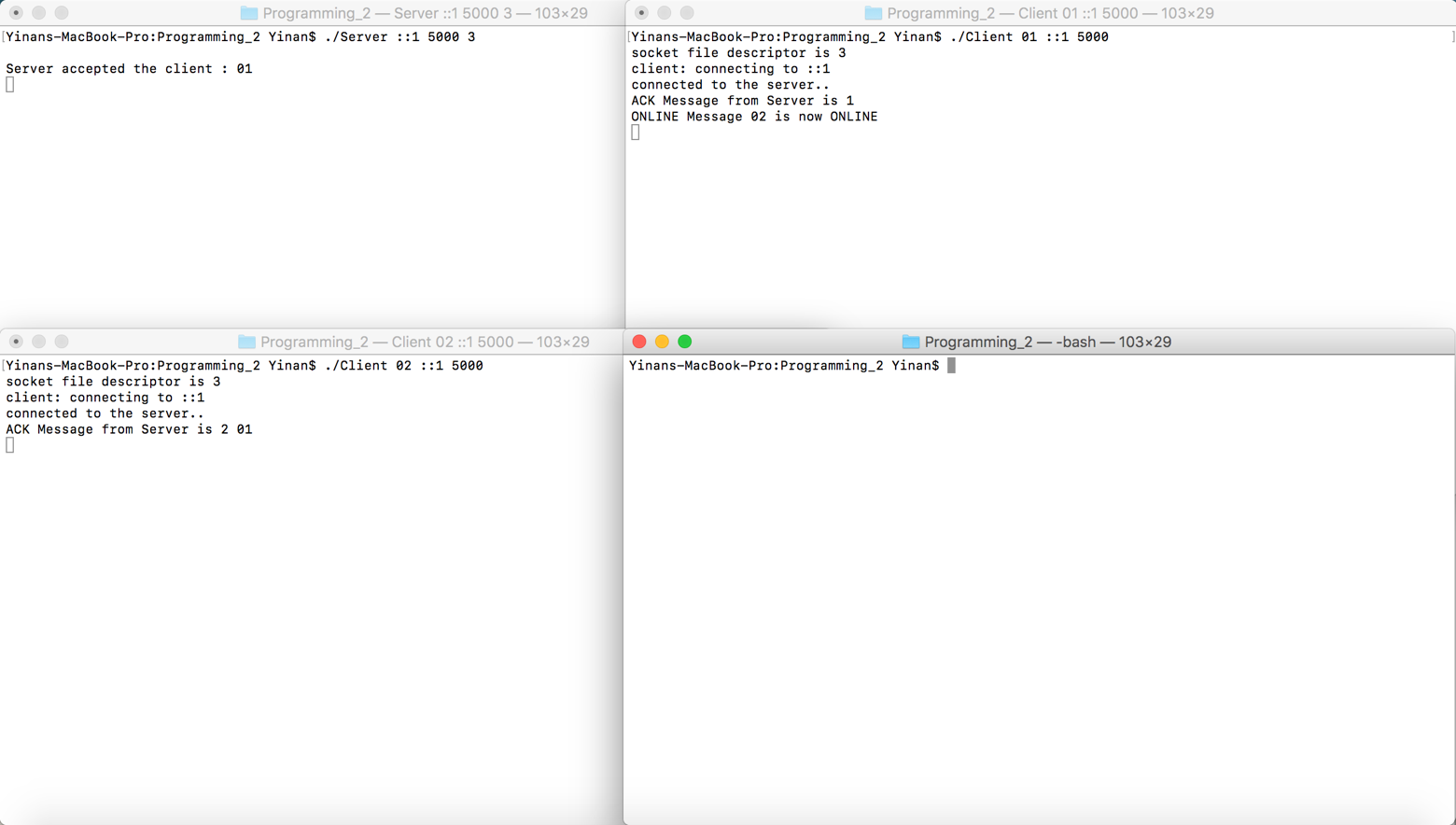


Case (4) server rejects the client because it exceeds the maximum number of clients allowed



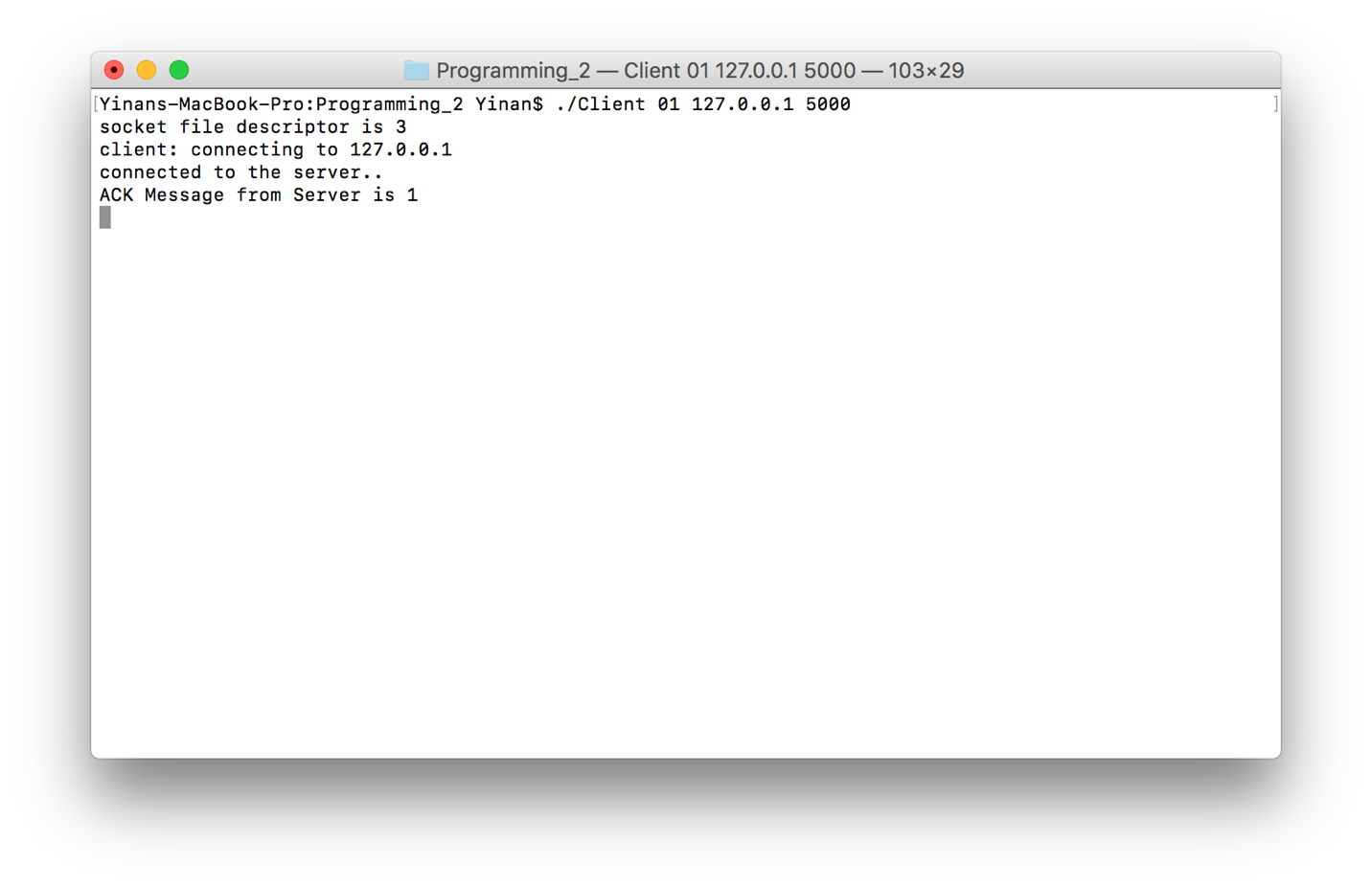
Case (5) separate test cases for any of the bonus features you implement.

Bonus 0: IPv4 and IPv6

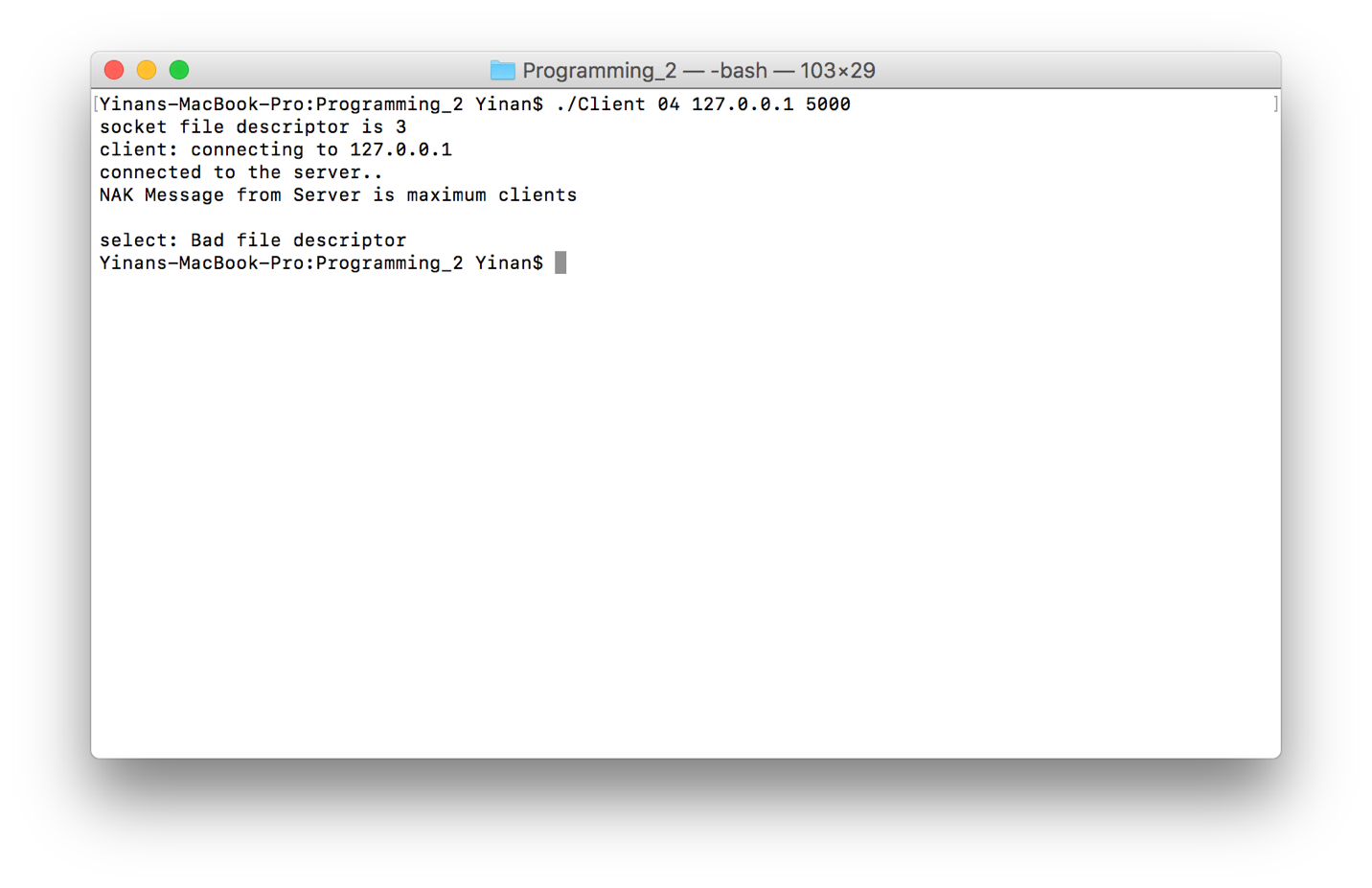


Bonus1: ACK, NAK, ONLINE, OFFLINE

ACK:



NAK:



ONLINE, OFFLINE:

