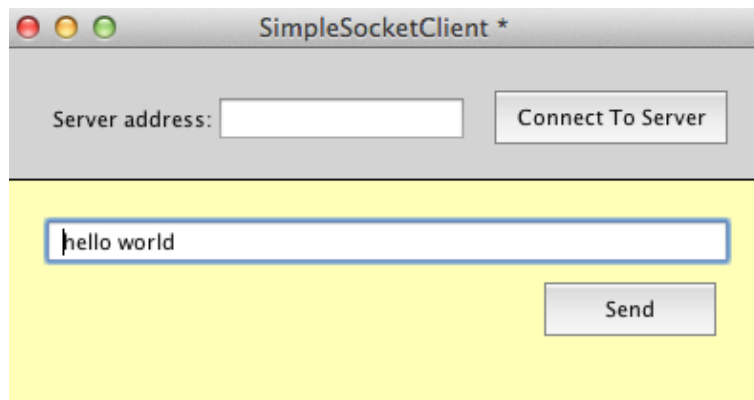# The Server

Button: Start Server

```
on mouseUp
    accept connections on port 9001 with message "someoneConnected"
end mouseUp

on someoneConnected theirSocket
    read from socket theirSocket until return with message "newMessage"
end someoneConnected

on newMessage theirSocket theMessage
    put theirSocket & ":" && theMessage & return after field "text"
    read from socket theirSocket until return with message "newMessage"
end newMessage
```

_____

The Client

Button: Connect
```
global servAddr
on mouseUp
    open socket to servAddr
    if the Result <> "" then
        put "result:" && the result
    end if
end mouseUp
```

Button: Send
```
global servAddr
on mouseUp
    write field "message" & return to socket servAddr
end mouseUp
```