

Client, Server connected.



Another client connected.





Other clients recieve the messages from the other clients on the server.



Typing '~close' closes the server.

My first attempt at this assignment had me trying to do two things very wrong. Firstly, I was trying to dedicate one port per client. This turned out to be very inefficent and unnessisary. Secondly, I was trying to use only one thread for simplicity sake to handle both the input streams and the output streams for the server and the client. After seeing how the lab implemented multi-threading I took that as an example and created a single thread for every client on the server side. I also had a seperate thread to handle inputs from the server on the client side. With this new structure, doing the assignment all over again was incredibly straight forward.