Design Document:

4Pong Network and Server

Preliminary Idea:

1 Separate application responsible for acting as the lobby and setting up all the clients. This will then allow one of the clients to become the host of the game.

\* Listener Class

\* While-Accept Loop

\* Per-Thread Class

\* While-Read/Write Loop (Server)

\* Removing Dead Connections

\* Client Class

\* While-Read/Write Loop (Client)