* Java and socket programming concepts , you can run client and servers in different computers (through ips – connection oriented protocol) and chat or you can run bothin single computer
* REQUIREMENTS:

Java basics(oops – class, methods , constructor), swing - GUI, networking(Socket Programming – Client and Server architecture), Multi threading

* APPROACH: console and gui based
* Program 1 (Server) – ServerSocket Class , Program 2(Client) – ClientSocket Class – connect these both and you can send and receive data
* My ip - 172.31.96.1
* So two run these both in different devices/pcs they shud be in same network(oke wifi tho both devices ni connect)
* Make server and client sockets , request, connect , streams for read and writte
* Java streams are unidirectional

Finally done same computer - ip - local host -127.0.0.1