## **Files Details**

**EchoType Directory**

1. [**MultiEchoServer.java**](vscode-file://vscode-app/c:/Users/n/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html):
   * Implements a multi-threaded server that listens on port 8765.
   * Accepts client connections and starts a new thread for each client using the [ClientHandler](vscode-file://vscode-app/c:/Users/n/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html" \o "Go to definition) class.
   * Echoes back any messages received from the clients.
2. [**EchoClient.java**](vscode-file://vscode-app/c:/Users/n/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html):
   * Implements a client that connects to the [MultiEchoServer](vscode-file://vscode-app/c:/Users/n/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html" \o "Go to definition) on localhost at port 8765.
   * Sends user input to the server and prints the echoed response from the server.
3. [**ClientHandler**](vscode-file://vscode-app/c:/Users/n/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) (inner class in [MultiEchoServer.java](vscode-file://vscode-app/c:/Users/n/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html)):
   * Handles the communication with a single client.
   * Reads messages from the client and echoes them back.

**Chattype Directory**

1. [**ChatServer.java**](vscode-file://vscode-app/c:/Users/n/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html):
   * Implements a multi-threaded chat server that listens on port 8765.
   * Accepts client connections and starts a new thread for each client using the [ClientHandler](vscode-file://vscode-app/c:/Users/n/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html" \o "Go to definition) class.
   * Maintains a list of connected clients and broadcasts messages from one client to all other clients.
2. [**ChatClient.java**](vscode-file://vscode-app/c:/Users/n/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html):
   * Implements a client that connects to the [ChatServer](vscode-file://vscode-app/c:/Users/n/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html" \o "Go to definition) on localhost at port 8765.
   * Sends user input to the server and prints messages broadcasted by the server.
3. [**ClientHandler**](vscode-file://vscode-app/c:/Users/n/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) (inner class in [ChatServer.java](vscode-file://vscode-app/c:/Users/n/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html)):
   * Handles the communication with a single client.
   * Reads messages from the client and broadcasts them to all other connected clients.

**EchoType:** Contains a simple echo server and client where each client receives back the messages it sends.

**Chattype:** Contains a chat server and client where messages from one client are broadcasted to all other connected clients.