Part 1: I just modified the code so that it is workable and changing the IP address to make it seems like it is working on different machine

Part 2: I just changed the type to UDP so that it fits with the syntax and not actual connection made like in TCP. But the rest functions the same as in my previous homework

Part 3:

Here is the result on the client side with input, note that because I set the maximum number of bytes can be sent very low so that we could see that the message sent can be divided into chunks and reassemble on the other side:

A screenshot of a computer program

Description automatically generated