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Please Note:

Kindly get the entire com folder in your IDE. This folder has other sub-packages and the Client.java and Server.java file.

Also, please note, Client should provide a clientname in the console (I could not do the GUI implementation). Only after that, a connection will be established and client name will be the host name.

I have implemented 1 to 1 and 1 to everyone communication and followed below assumptions.

Example to send 1 to 1 message:

<Type your message>#<Receiver's Client name/Hostname>

Eg: Hi, how are you?#Alex

To send to everyone(a broadcast to send including the sender himself)

Eg: Hi, how are you all?#Everyone

Hence, the word "everyone" has to be written irrespective of the Case of letters.

Client Activity and Active list of clients is shown real-time on Server GUI. Also, the logout functionality is implemented without crashing the working of Server.

I have also shown the latest response sent to the client by the server.

Thank you.