Function	C#	Java
Client establishes a connection with the server		
Client is assigned a unique ID when joining the market		
Client displays up-to-date information about the market state		
Client allows passing the stock to another player		
Server manages multiple client connections		
Server accepts new connections while traders are exchanging stock among themselves		
Server correctly handles clients leaving the market		
Client is compatible with the server in the other language		
Additional tasks:		
Client GUI		
Server GUI		
Server restarts are correctly implemented		
Unit tests		