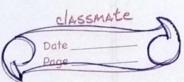
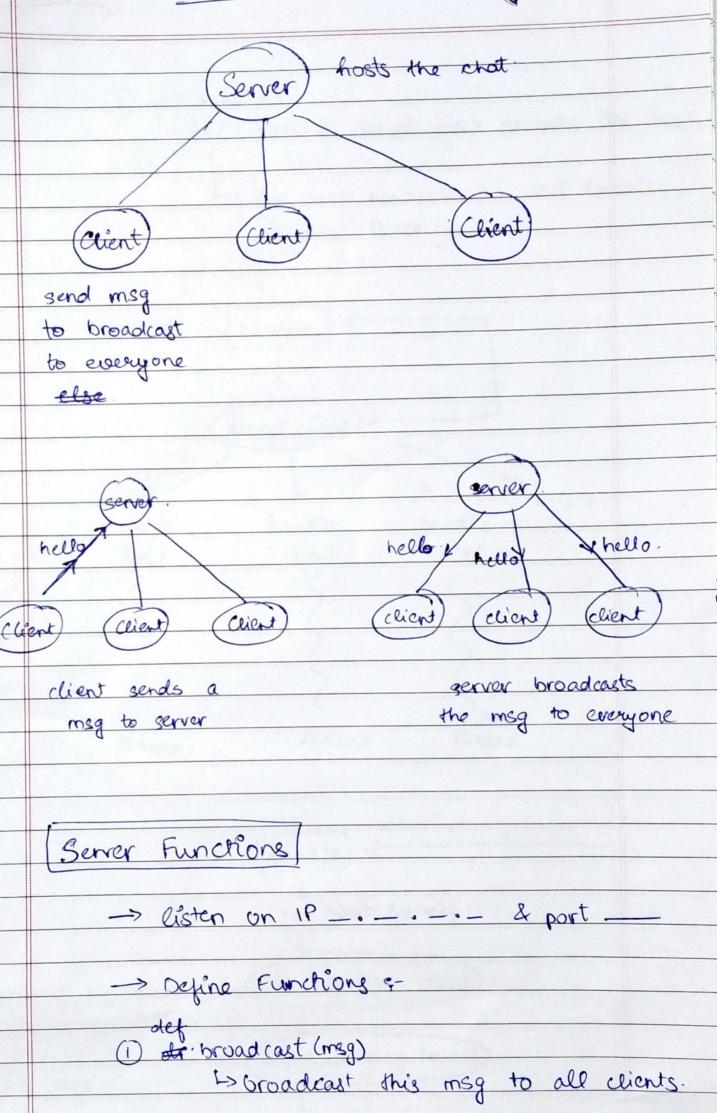
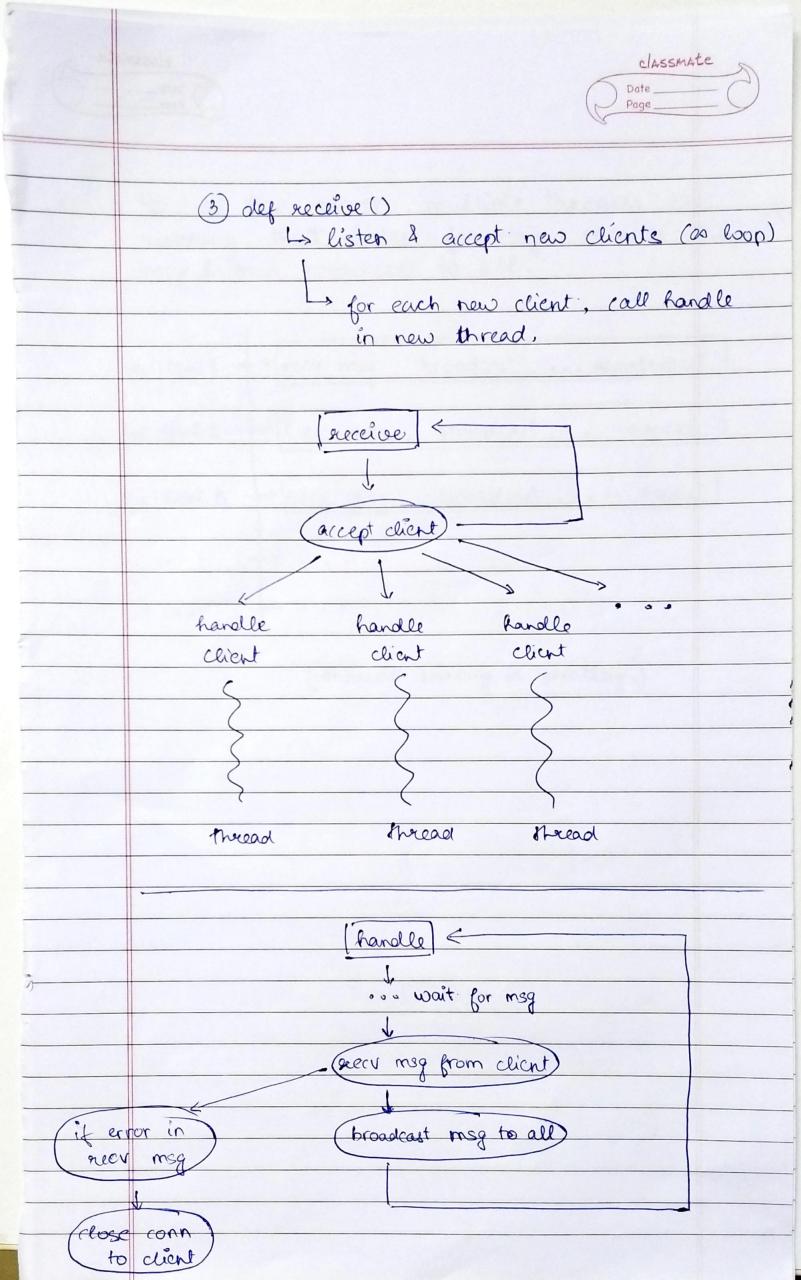
Chat - Room

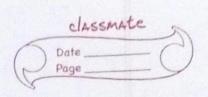




② def handle (client)

L> seceive a msg from client (∞ loop)





So, at	the	server,	multi	ple	threads	are
sunning	that	t listen	for	msg	, receive	e the
sainning msg & 11	hen b	road cast	to	el.		
0						

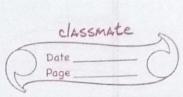
for client 1 -> recv msq, broadcast, ..., repalrepeat

for client 2 -> recv msq, broadcast, ... expeat

for client 3 -> recv msq, broadcast, ... exercat

for client 3 -> recv msq, broadcast, ... exercat

(thousands numning in parallely.)



Client Functions	
-> Connect to server at IP	port
→ Define Functions;	
(def receive (). L> receive msq from server & print	it (as loop)
D def write () L> take input from user & coord the mag to server	(00p)
→ \$ Perform succeive() & write() simule using 2 threads.	tareously
(oceceive)	
Recr msg from server	
for nickname, msg send nickname	

