CSE 202 : Offline on networking and GUI

For this offline you have to create a multi-threaded server client communication with a simple GUI. Clients will send the server a message and the server will capitalize the message and will send back to the client. **The basic networking code is given with this offline.** You just have to add a simple GUI.

Server:
The Server side GUI will have a button and a Text Area. After pressing the button the server will start. Each client will have an id. Whenever a client gets connected to the server or sends some message to this server it will be shown in that Text Area. For example following can be the contents of a Text Area :

```
Server has been started successfully.
Client [1] has joined.
Client [2] has joined.
Client [1] said : hello!
Client [1] said : I am papon!
Client [2] said : hello server!
Client [1] has leaved.
```

Client:
For the client side there will be a Text box where the client can write some message. There will be a "send" button. Upon clicking on the button the message will go the server. There will also be a Text Area where the server response will be showed. For example for client [1] following can be the contents of the Text Area :

```
From Server : HELLO!
From Server : I AM PAPON!
```

Submission Deadline:
Students of A1, A2 and B1 will have to show their offline at their corresponding lab time this week (Week 12).
Students of B2 will have to show their offline on next Saturday(Week 13) at their corresponding lab time.

For all of you tentative submission deadline on moodle : May 24, 2016 (2:00 AM)