Activity 6-2

Screenshot of output:

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Tesk List X = □
                               //Create a client and connect to the femote
Client client - new Client():
client.star(*127.0.0.1**, 6666):
//Send 10 Messages to the server
String response:
for(int count = 0; count < 10; ++count) {
                                   //Send message to the server and on the 9th one send a shutdown command to se 
String message;
If(count != 9) {
message = "Wello from Client " + count;
                                 message ".";

) spende = ".";

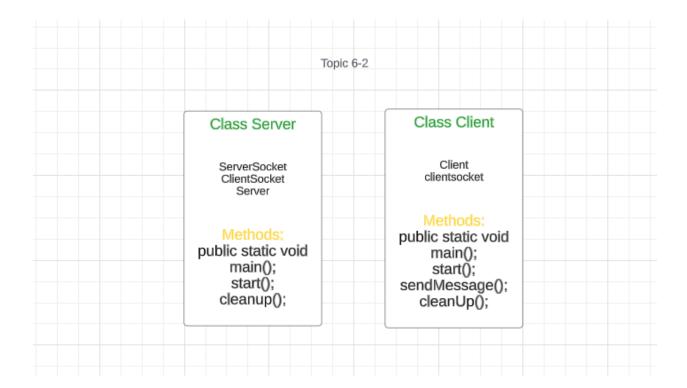
) response = client.senddessage(message);

//First out the server imponse and if we get a CUIT response exit this programme to the server imponse was " + response);

if [response, equals('(')')]

break;
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UML:



Write up:

Topic 6-2 write up

We started off by having two classes, one class was the client class and the other was the server class. The server class has to be ran first to establish connection before we run the client. We had many methods in both classes. In the server class, the object of the server was created and we started it on port 6666. After that we had the client class which we had to connect using a remote server on a specific IP address, created some inputs and outputs buffers to communicate back and forth to the server. We then sent messages to the servers and we would shut down and clean up the server after.