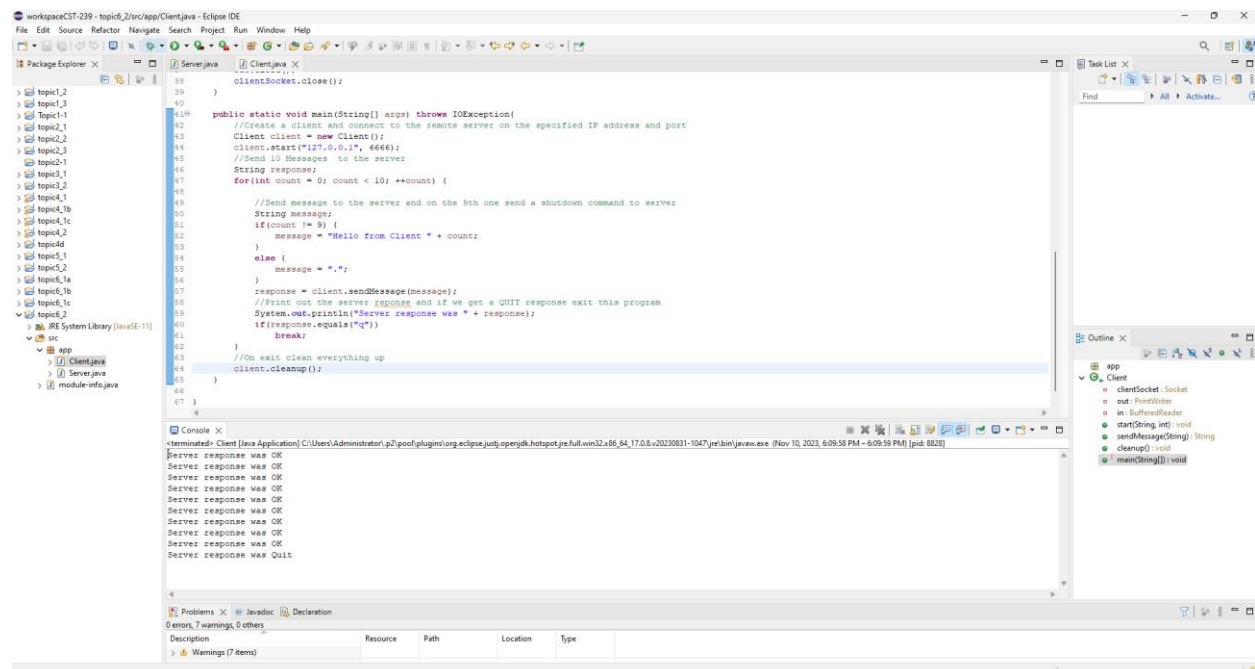
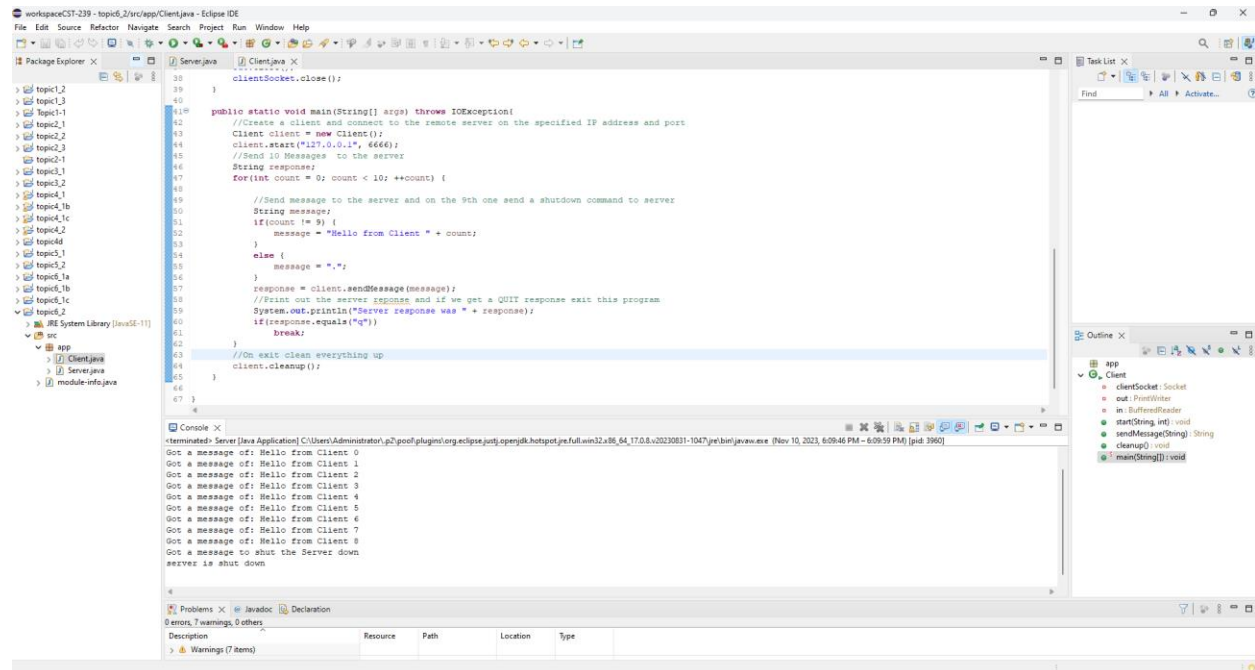


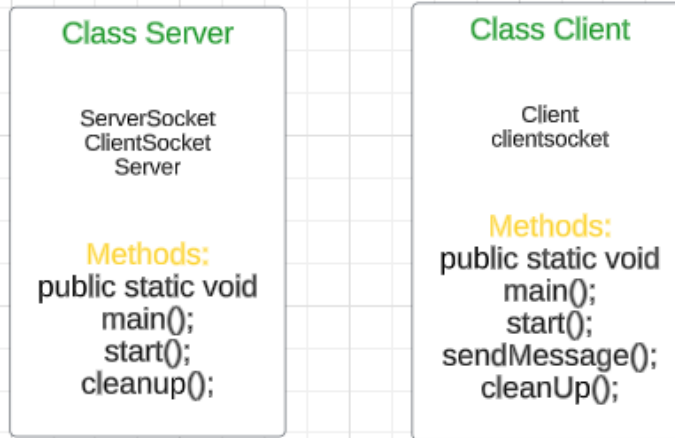
Activity 6-2

Screenshot of output:



UML:

Topic 6-2



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.