Server Code:

1. At the start of the server code, the server is running yet waiting for the client to connect
2. Once the client connects, the server will store its name into a list for future reference.
3. The client connected then takes the socket where it takes the input and output of the client created.
4. Once the socket is able to read the line of the client, it is able to distribute the line back to the client, it goes to the client Handler, where it is processed line for line
5. Depending on how many clients there are, the server sends the messages out for broadcasting.
6. Once the client is ready to depart using “bye”, the server closes for them.

Client code:

1. The client calls on itself submitting the local host and its port.
2. Having all that information saved, the client is then asked for its name.
3. After given the name, the client receives a welcome notice tagged with a date and time the message was sent, if failed to do so, an error is to pop up on the terminal.
4. Once the client is ready for departure, the client simply say “Bye” and a message prints out telling them good bye before the input and socket are closed.

Terminal Push:Text

Description automatically generated

Graphical user interface, text

Description automatically generated