Computer Networks 2 (CS-3543)
Lab Assignment - 2
Date: 15/01/2019

Implementation of a non-blocking group chat application

1. In a non-blocking chat application, the client need not wait for the server to send a reply to the earlier message before sending another message.
2. Create a "Chat Server" that accepts the connections from multiple clients and enable them to chat with each other. A Client sends the message to the server and the server forwards the message to other connected clients.
3. Create a client program that connects to the "Chat Server" to chat with other clients, who are connected to the server. The client should be able to send and receive the messages to the server asynchronously (non-blocking). Also, the server should not be blocked by a message from one of the clients
4. The chat server should accept a maximum of N clients to connect to the server which should be configured while starting the server program.