Assignment 9

You have to develop an Internet chat system, based on a client/server architecture, using the Java language, and exploiting the TCP protocol:

• Your system should allow one to connect multiple remote clients to a single central server.

• When a user enters a text message on his/her client, the message is delivered through the server and displayed by any other client that is currently connected to the server, including the original sending client.

• Users can join and leave the chat at any time, provided the server is up.

• When joining, users choose nicknames, which will appear along with their individual messages. The server address must also be specified when running the client.