NSSA 290 group project Documentation

Server: There are 3 Server java files MainServer, TCPServer and UDPServer.

MainServer:

* Scanner class is used to get input for the port number and the type of socket used.
* If the input given is TCP, it calls for the TCPServer class.
* If the input given is UDP, it calls for the UDPServer class.
* If it’s neither UDP or TCP then an error message will be printed.

TCPServer:

* The server socket is set with the port number entered by the user.
* accept() method is used to accept connections from client.
* Handler class is used to handle the threads and the run method is called.
* The connection is established until the client sends the word end.
* All the sockets are closed when the connection is terminated.

UDPServer:

* The server socket is set with the port number entered by the user.
* receive() method is used to receive datagram packet.
* Handler class is used to handle the threads and the run method is called.
* The connection is established until the client sends the word end.
* All the sockets are closed when the connection is terminated.

MainClient:

* Scanner class is used to get input for the port number, IP address of the server and the type of socket used.
* If the input given is TCP, it calls for the TCPClient class.
* If the input given is UDP, it calls for the UDPClient class.
* If it’s neither UDP or TCP then an error message will be printed.

TCPClient

* Connects to the server.
* Sends message to the server.
* If the message sent is end, the connection to the server is terminated.

UDPClient

* Connects to the server.
* Sends message to the server.
* If the message sent is end, the connection to the server is terminated.