# Write Up

From the server output, the client was able to connect to the server through the socket.

From the client output, the client was able to request opening transactions and receive an ID of 0 for the first transaction. On the client side, opening an ObjectInputStream causes a SocketException. We were unable to figure out how to resolve this because we used the same syntax to open an ObjectInputStreams object (ObjectInputStream input = new ObjectInputStream(clientSocket.getInputStream());) in the last project. The read request is where uwethe transaction fails.