**Problem Statement**

**To implement a Client server module in Python using threads, to handle multiple client connections and to send and receive messages**

**Details:**

* The application consists of 2 programs, 1 to simulate a server and the other to simulate a client.
* The server program should open a socket on a port and listen to messages from the client
* It should then echo a reply on receipt of message from client

**Approach**

* Simulate a server using socket, thread and time modules and use the basic server calls()
* Socket()
* Bind ()
* Listen()
* Spawn a thread to handle each new connection to client
* The EOL should mark the end of each message for client program when run
* Run each instance of client from a new command prompt window and the server from yet another, to simulate the client server model