Group Chat Project

There are two key components to the application. In the first, we open a connection on the server side using a server socket running on port "1234" and wait for clients to connect. With the socket it obtained from the recently connected client, the server generates a ClientHandler instance once it has detected a client connection. Lists are used to hold ClientHandlers. Information about each ClientHandler's Client connection and communication channel is stored. A client writes messages to its socket writing stream whenever it writes a message. After reading from the socket's reading stream after receiving this signal, the ClientHandler broadcasts the message to all other ClientHandlers, who subsequently write to the Clients channel. Every client individually refreshes its GUI.