

## Project 4: Chat Client and Server

Our project 4 continues using the same TCP protocol as project 3. We begin first a command call to `setAppServer` which initializes the server to listen on port 41 at node id 1. We slightly modified our `Transport.connect()` to distinguish between our original project 3 TCP connection and the application. Connect now send out a new SYN pack out to a different flag and continues to complete the same three-way handshake connection as in project 3. Now that the connection is complete a pack is sent out with the message and name of the client. `SetAppBroadcast` and `setAppUnicast` send out messages using data packets each needing a three-way handshake being setup. To print the users connected to the server, the server would send the requesting client the array containing all the usernames.