UEEN3433/3123 TCP/IP NETWORK APPLICATION DEVELOPMENT

PRACTICAL 2

1. Develop a multithreaded client-server application as follows:

   Client Program: Prompts user to enter the *loan amount*, *annual interest rate*, and *number of years of instalment* of a bank loan. The client program sends the values entered by the user to the server and receives the *monthly payment* and *total payment* from the server and displays the information.

   Server Program: Receives the *loan amount*, *annual interest rate*, and *number of years of instalment* from the client and calculates the *monthly payment* and *total payment* and sends the information back to the client. The server program is to use the **Loan** class provided.

2. Write a multithreaded client-server application as follows:

   Client Program: Prompts the user to enter the x and y coordinates of 10 points and sends the values to the server program as an ArrayList of 10 Point objects. The client program then receives five **Line** objects from the server and display the values (String returned by the **toString()** method of each **Line** object)

   Server Program: Receives the ArrayList of 10 Point objects from the client program and creates five Line objects as follows:

   Line 1: Point 1 and Point 2
   Line 2: Point 3 and Point 4
   etc.

   Use the **Line** and **Point** classes provided with the lecture materials.