Laboratory #2

1. Write a program MyServer and a program MyClient communicating through sockets. Both programs use the same port number and the customer uses the address "localhost" to connect to the server that is on the same machine.
   The server is always ready to connect to a client. The server is notified when the connection with the message: "Connection accepted:" + *socketName*. While connection is up the server reads line by line the data sent from the client, print them locally and sends them to the client. The end of the program is notified by the client with "END".
   When the client connects, it writes "socket =" + *socketName* and then sends 10 lines of text "I am " + *rowNumber*. After each send operation il client reads the response from the server and prints it. At the end send "END" to end the transmission. The closure of the transmission by the server is intercepted and the message is printed: "I'm closing. . .. ".

2. Partially reusing the code of the previous exercise, write a program for a client / server system that delivers services to more customers at once.
   Customers are simulated by an object of a class MultiClients that uses thread-objects belonging to another class MonoClient that access the server and behave as in the previous problem.