

# MULTI-PARTY CHAT CLIENT AND SERVER

The on-line Network programming class that I teach studied servers. So, I first wrote just a multi-threaded chat room server. I tested it using the Windows Putty program in raw connect mode. I thought this was great because my focus was on the server program. Others pointed out to me to users see the client program, so when K-State's Open House was just around the corner, I got busy and wrote a graphical client application using a wrapper module to TKinter. I had a few late nights getting that to work because the graphics environment was so limited. So later, I re-wrote it using wxPython, which allowed the client code to be much cleaner.

Since this came out of a class programming project, the pages that describe the program reference a programming assignment and go into much more detail than some may want. At this time, I cannot post the server version, with the Be Right Back feature, because it is an open assignment.