Douglas Yamashita de Moura MV3500 - Assignment 2

The code was based on the examples given in class.

Basically, the sender creates two entities and sends them to the group. Any client that joins the group will receive the messages.

sleep()

System.out.println()

\*

joinGroup()

System.out.println()

System.out.println()

send()

System.out.pritln()

joinGroup()

\*

new MulticastSocket()

(...)

Entity (x2)

(10

new Entity() (x2)

new MulticastSocket()

“Console”

Server

Client X

Entity