

Exercises on Data Streams

1. Modify SimpleServer and SimpleClient so that the server reverses the message sent by the client. For example, if the user of the client types "Hello", the server should send back the String "olleH".
2. Modify BroadcastClient1 or BroadcastClient2 so that each byte that it receives from BroadcastServer is used to control the position and colour of a dot (small circle) that moves along the circumference of a large circle.
3. Modify MultiUserClient so that each copy of the running client has its own unique colour, allowing the user to see what parts of the whiteboard were drawn by which copy of the client.