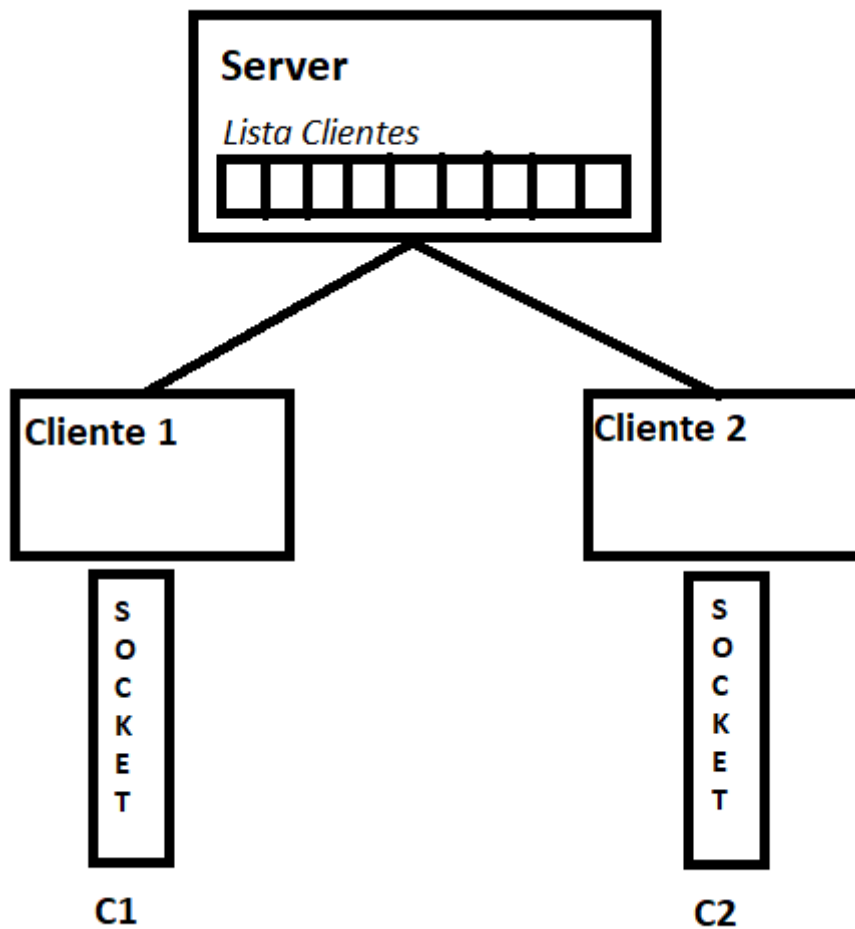


# Implementación Chat con Sockets



Teoría para hacerlo: Creamos una clase Hilos que herede de Thread que contenga un socket

## Spaguetti Code:

```
public class Hilos extends Thread{
    private Socket socket;
    private List<Hilos> allclients;

    public Hilos(Socket socket, List<Hilos> allClients){
        this.socket = socket
        this.allClients = allClients
    }

    public void ejecutarHastaCadenaSalir(){
        try{
            Socket socket = new Socket("127.0.0.1", Servidor.PUERTO);
            BufferedRea
        }
    }
}
```

}

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