

## Architecture

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Design client and server for in-chat application

- Design a simple server that will accept a single client connection and display everything the client says on the screen. In this application I used Express 3/4 for server API
- Design a server, it will remain 'open' for additional connection once a client has quit. The server can handle at most one connection at a time.
- Design a server , it can handle multiple clients simultaneously. The output from all connected clients will appear on the server's screen.
- Design a server , it sends all text received from any of the connected clients to all clients. This means that the server has to receive and send, and the client has to send as well as receive
- Turn the client from step 4 into a very simple GUI interface but not changing the functionality of either server or client