Contribution by group members

The general server/client code was set up with the group members present in a Skype call. While screenshare was being used, all group members worked on creating a server and a client that could communicate with each other.

Following group members mainly worked on:
-   Client: Kasper Schøn Henriksen and Bikkittannguaq Geisler.
-   Server: Michelle Fly, Nikolaj Løvig and Katrine Sigmer.

While group members worked on their main parts, feedback from the client and server groups were given to each group through Skype calls to ensure there would be less errors when client and server are communicating.

Kasper Schøn Henriksen & Bikkittannguaq Geisler

Kasper and Bikkittannguaq worked together in the same room. They used two computers, one of them was used for research while the other computer was used for coding.

They started by creating a client which can connect to a server. Afterwards different enhancements such as different colors for client and server, usernames for the clients and so on have been coded to be able to enhance the chat system. While coding, a couple of bugs occurred were the majority of them were fixed.

Michelle Fly, Nikolaj Løvig & Katrine Sigmer

The server was created while in a Skype conversation using screen share in order to discuss the code in real time. Most of the code was committed from Michelle's and Nikolaj's computers, but all members of the server group contributed. Most of the research for the code was done on Katrine's computer. Everyone was discussing the changes made to the code throughout the project in Skype group calls.

The main contributors are named after the issue.
- Initial Server Code - Michelle & Katrine:
  - Setting socket address.
  - Socket that listens for clients.
  - Loop function that accepts new connections.
- See When a Client Connects - Michelle & Nikolaj:
  - Edited the looped function that accepts new connections to print the number of the client that connected.
- ClientHandlerThread - Michelle, Nikolaj & Katrine:
  - Receive and send message to and from client.
- Chat Spam - Nikolaj:
  - Edited ClientHandlerThread code to no longer spam the last message sent by a client when disconnecting.
- Detailing Server - Michelle:
  - Updated "Message of the Day".
- Comment Server - Michelle, Nikolaj & Katrine:
  - Wrote comments to everything in the server code.

Please see README for further instruction on how to use the server and client.