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1. In this code we create two new classes for threading. This is because there are multiple threads being run and they need to be coincident. We need to specifically have two classes because each class has different set of instructions within their thread.
3. You need a separate thread for each client because each client will most likely have a different instructions called. You can’t handle all the clients in the main server thread because. ClientSideServerListener is different from the ServerSideClientIO because ServerSideClientIO needs to be able to complete two tasks: Listening and sending back out. Versus how ClientSideServerListener only needs to receive data and allow for it to run that data.
   1. why you cannot handle all clients in the main server thread
4. broadcast() and remove() methods are synchronized so that there won’t be an error when the codes are running. For instance we don’t want a user to be removed when broadcast() method is in the middle of sending data.