Multithreaded chatroom written in Java:

Classes: Server, Client, User, Session Thread
Commands:

- @name: used only once the client program is ran, gives server a name (obv)
- @private: used for private messages
- @end: end private messages with another user
- @who: list active user, also users who can be private messaged
- @exit: exits the chatroom

EC:

- If user tries to PM another user who is getting messages from a different user, that user can retry and start a PM within a 10 second timespan (PM = private message, the user will see a countdown message)