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Github: <https://github.com/Jaidels01/PROG-PART-3-.git>

POE Part 3 – Quick Chat Application (Data Storage & Reporting)

Project Overview

Part 3 of the POE builds the functionality created in Part 1 and Part 2.

In this phase, the QuickChat application is extended to store messages in arrays, perform several types of searches, delete messages, and generate a report.

This part focuses on:

- Array manipulation
- String handling
- Searching and filtering
- Deleting array entries
- Reporting
- Unit testing using JUnit
- Maintaining a clean and testable codebase

New Features Added in Part 3

1. Array-Based Message Storage

All messages are now stored inside arrays, such as:

- messageIDs[]
- senders[]
- recipients[]
- messages[]
- messageHashes[]

These arrays allow the application to store and manage multiple messages at once.

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