PROJECT DESIGN

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- ➢ **Chat Client**
  Host server is specified as execution parameter or default is assumed.
  Sends `Command`s and receives `Reply` messages until a chat room is joined.
  If/When a chat room is joined, all non-command input is transferred to other room members.

- ➢ **Chat Server**
  A chat server manages a chat room. It is accessed via. the host server, which will return the address and port of the chat server when queried by a Client.
  All messages received in the chat server are forwarded on to all other clients.
  Clients who are inactive for >1hr will be kicked from the chat server.

- ➢ **Host Server**
  This server handles commands sent by clients.
  It deploys new Chat Servers as needed and stores data about chat servers, such as address, port, and name.
  It also needs to ping Chat Servers periodically to ensure they are still running, and delete them when requested by a Client.

  Please refer to the README for comprehensive details on how to run.
  Basically, run `make`, `./manager.o`, and `./client.o`