

## Ratings and Analysis of Modules

### 1. server.py — 7/10

#### Pros:

- Clear Server class with methods for bind/listen, accept, broadcast, cleanup.
- Thread-per-client model is simple and works for small groups.

#### Cons:

- Never tags broadcasts with sender's name/timestamp—clients display wrong username.
- No framing protocol (1024-byte chunks can split messages unpredictably).
- Uses raw print() instead of structured logging; risk of race conditions on self.clients list.

### 2. client\_app.py — 6/10

#### Pros:

- Separate receive thread lets incoming messages print immediately.
- Prompts for username up front and encodes it to the server.
- Uses Message class to format outgoing display.

#### Cons:

- Incoming messages get labeled with your username (server never includes the real sender).
- Console I/O can interleave—no prompt reprint after a message arrives.
- Doesn't inform user 'type "quit" to exit,' and lacks KeyboardInterrupt handling.

### 3. client.py — 5/10

#### Pros:

- Encapsulates conn, addr, id, and username in one object.
- Easy to extend (e.g., add per-client methods).

#### Cons:

- Holds redundant host/port attributes (same for every client).
- No methods for send/recv—pure data structure.
- Name collides with client\_app; could be clearer (e.g., ServerClient).

### 4. message.py — 7/10

#### Pros:

- Centralizes formatting logic (format() vs raw()).
- Clean separation of username, data, timestamp.

#### Cons:

- raw() implementation is broken (b"...".format(...) won't work).
- Doesn't handle framing or parsing—only formatting.
- Method names overlap with built-in format.

### 5. run.py — 3/10

#### Pros:

- Placeholder for a CLI entry point under if \_\_name\_\_=='\_\_main\_\_'.

#### Cons:

- Empty pass—does nothing.
- Should either invoke server.start()/client.connect() or be removed.

## 6. `__init__.py` — 2/10

Pros:

- Defines a `main()` stub and module entry point.

Cons:

- `main()` is empty; no real package initialization.
- Unnecessary clutter unless you plan to turn this into an installable package.