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**CSCI 3240-D01**

**Final Project Proposal**

**Overall Concept**  
I would like to build a chatroom application where multiple clients can join a chat room and exchange messages in real time.

**Client Responsibilities**  
Each client can connect to the server, enter a username, send messages, and receive real-time updates from other users. The client interface will run on the terminal.

**Server Responsibilities**  
The server will manage incoming client connections using threads with each client running on its own thread. The server will broadcast each message to all connected clients.

**Server Services**

* Join chat room
* Broadcast who has joined the chatroom
* Broadcast messages to all clients
* Disconnect from chat

**Language/Library**  
I plan on using C with the csapp.h and csapp.c library.