We have a client that is connected to the server. When a client connects it uses the reader and writer threads to bounce the messages from/to server to/from another client. A lot of threads were used in order to keep the reader, client, and writer running at all times in order to make any updates that is needed. We also have a client handler that makes it easier for us to grab different people to send messages back and forth with. My role in the team was to learn how to get the client connected with the server, to debug the code when an error came up, and to write the whisper function. My team and I communicated and sent code over discord for easy access.