The following sample run was done on a single Linux machine. A separate terminal window was opened for each, the server and the three clients, creating 4 unique socket addresses.

## REGISTERED USERS TO USE FOR TESTING:

Username	Password
Liz	pw1
Steve	pw2
Bailey	pw3

## Terminal command to run server:

```
lizmclaughlin@Elizabeths-MacBook-Pro toSubmit % ./server.py
>> Running on port 33318
>> Listening....
```

## Terminal command to run client:

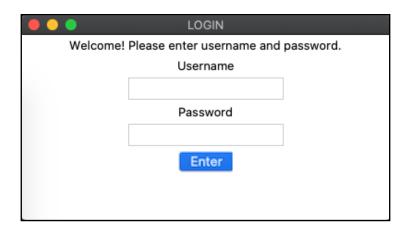
```
lizmclaughlin@Elizabeths-MacBook-Pro tp544 % ./client.py
```

NOTE: I left "HOST" variable blank, as program is currently run on same machine, through different terminals to represent ea client. You can press enter to elect a black HOST, or enter a HOST address.

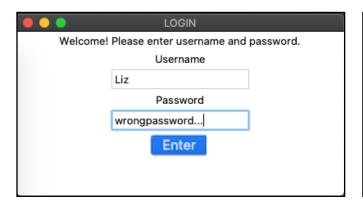
Enter the prefered encoding for the client's system.

```
>> Host:
>> Encode format: utf8
>> socket address: 127.0.0.1..50732
```

Upon successful connection with server, GUI login window pops up on client's screen. Remaining communication takes place through the GUI interface.



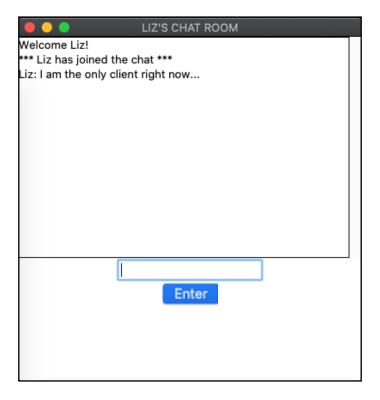
When the wrong credentials are entered, the server rejects and notifies via a label on the login screen:





>> user credentials sent to server

Once server has verified login credentials, the chat window opens for the client.

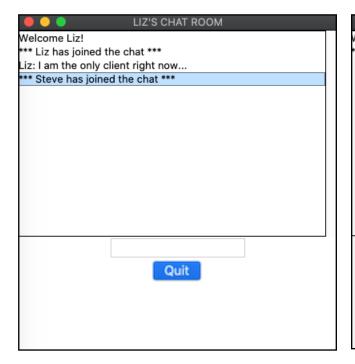


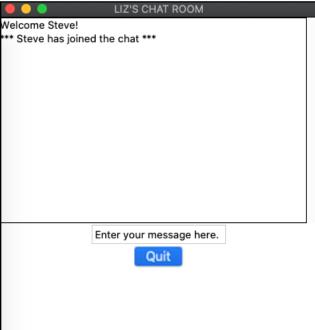
Open new terminal session to create an additional client connection:

lizmclaughlin@Elizabeths-MacBook-Pro tp544 % ./client.py
>> Host:
>> socket address: 127.0.0.1..50955

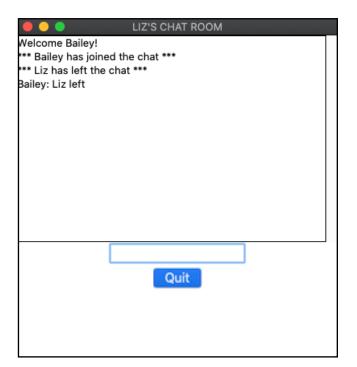


Once credentials are verified, a chat window is opened for the new client (Steve), and a notification is sent to all current connections announcing his entrance into the chat.





An additional user joined, Liz left (hit 'quit' button) after Bailey joins, and Bailey sent a message.





Upon 'quit', Liz's chat window remains for access to chat history, but the entry field dissappears.

