CSC 345 Report for Project: 04

Full Name: Milian Ingco & Katrina Lucero

Section: 02

0.1. Implemented

- main_server can successfully display up-to-date list of connected clients
- main_server accepts multiple main_client connections and broadcast messages from one client to all connected clients properly
- main_client can successfully specify usernames and display them accordingly
- When a user connects all clients are notified with a welcome message; they will also be notified with a goodbye message when a client has left the chat
- Each client is assigned a unique color within a chat room
- Check Point 1 was reached
- main_server allows multiple chatting rooms running simultaneously; if a client wants to open new, it successfully opens a new chat
- If a client wants to join an existing room it'll join that room, unless it is a nonexistent room in which case the server will send an error message.
- Check Point 2 was reached
- In the case that room number was not specified, a list of currently available rooms will display and let the client choose one
- If no room is available, it'll automatically create and join to the new room (implicitly using new command)
- Check Point 3 was reached
- File transfer was started; when using the [SEND] command, it successfully parses the command sorts into variables. The file itself can also be successfully read
    - Y\N does not work in a way where only client can read it
    - The interaction between sender and receiver is not private