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<div align="center">Project 4 Design Decisions</div>

In designing our Chat Client and Server, we wanted to make the most of our TCP implementation with minimal modification to it. Thus, we went with the design principle of using one TCP connection per message and reply. Thus, whenever a connection to a server is established, the server will keep track of that locally, and not through a constant connection. Furthermore, messages and whispers are sent out using data packets. Each one requires a three-way handshake when being sent. Because of this, the chat clients and servers strictly follow TCP protocols. As for listing the clients connected to the server, the server simply sends the client requesting the list the array containing all the usernames, including the client that requested it. All in all, this application is built very lightly on top of the transport layer, and provides the necessities of a chat client and server.