Design Document

In this project, a represented an Agent as a struct that has an IP address and the time which it connected to the server. I created a vector of Agent to store as many agents that connects to the server. I used switch statement to carry out each actions (#JOIN, #LEAVE, #LIST, #LOG). I used C++ chrono to calculate the time elapsed in seconds. I also had to create a function that checks if an agent is connected to server or not.