**Instant messaging application**

1. Build console application that can send and receive text messages (as a reference you can take Skype, ICQ or any other app of that kind).
2. You don’t need to implement “contacts” - just connection through TCP/IP between only two stations at a time
3. The app should recognize that the connection is lost (for example if the other side closing the app), and should offer to connect to other “partner”.
4. Every received message should be logged on the machine that received the message.
5. Log files should be stored by date (E.g. for each day separate file)
6. Directory with logs should not be bigger than 10MB (you can take any other size), and if it reaches this limit - it should delete the oldest log file.

**Extra**:

Create web interface that can do the same as the console app, and can interact with the console app.

**NOTE:**

Try to write your code in OOP style, even if you think this is not necessary in this case.