Unit Test
Chatroom Module
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Functions:
        componentDidMount()
        loadChat()
        submitMessage(e)
        getUserID()
        kickUser()
        getUserList()
        makeAdmin()

Unit Tests:

        componentDidMount():
        -        Tested this component by continuously refreshing the page and checking to see if
                it throws a null exception when calling getUserID()

        submitMessage():
        -        Tested this component by entering text into a textbox and by clicking submit, the
                text should load into the database
        -        Tested if sending an empty message will appear in the Chatroom box
        -        Tested if sending a message while not in a room does not send a message
        -        Tested to see if a long word(Eg. A sentence without spaces) stays encapsulated
                in a chat bubble

        loadChat()
        -        Tested to see if when a user sends a message the list of messages from firebase
                appeared as an array in the console
        -        Tested by sending a message and checking to see if it appears in the chatroom
                box of all users
        -        Tested by logging in as another user in the same room and sending a message
                to see if the messages load in to both user

        getUserID()
        -        Tested this component by printing the userID to the console and checking if it is
                the expected userID on page load
        kickUser():
        -        Tested this component by checking the database if when a user is kick, the user
                is removed from the room's list of users
        -        Tested if a user who is not a admin can kick a user

getUserList()
- Tested retrieving the user list from firebase by printing the array of users to the console
- Tested this component by checking if the user joins another room, the user list is updated with the appropriate list of users
- Tested by checking if the user is not in a room then there will be an empty list of users under the users tab

makeAdmin()
- Tested this component by checking to see if the current admin remains admin when they leave the room
    - They remain admin because they are still a member of that room
- Tested by printing the user id of the current admin to console