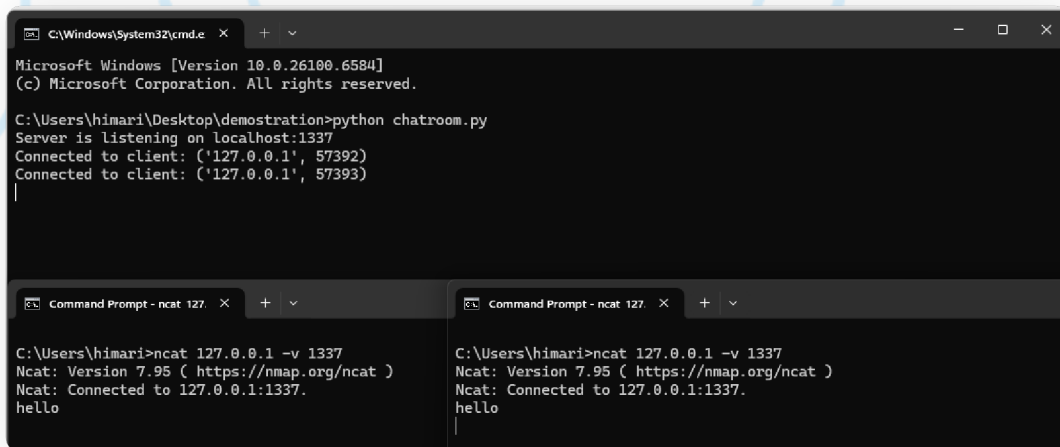


Chatroom

Instructions

1. Write a very simple chatroom server (`chatroom.py`) from scratch, listening on port 1337.
2. The server must be usable with netcat. There is no welcome message when connecting; any message sent by a client is sent to all currently connected clients, as is.
3. You may assume each message is small (<100 characters) - no need for buffering, expect to get the trailing newline in the `recv()` result.
4. If user A is writing a message while receiving a message from user B, it is OK if the incoming message messes up the display a little bit.

Example



```
C:\Windows\System32\cmd.exe
Microsoft Windows [Version 10.0.26100.6584]
(c) Microsoft Corporation. All rights reserved.

C:\Users\himari\Desktop\demonstration>python chatroom.py
Server is listening on localhost:1337
Connected to client: ('127.0.0.1', 57392)
Connected to client: ('127.0.0.1', 57393)

C:\Users\himari>ncat 127.0.0.1 -v 1337
Ncat: Version 7.95 ( https://nmap.org/ncat )
Ncat: Connected to 127.0.0.1:1337.
hello

C:\Users\himari>ncat 127.0.0.1 -v 1337
Ncat: Version 7.95 ( https://nmap.org/ncat )
Ncat: Connected to 127.0.0.1:1337.
hello
```

To submit

Submit file `chatroom.py`.

