

Chatroom2

Instructions

1. Now, when connecting to the server, the server should give a welcome message: **Welcome to the chat! What is your name?**
2. Once the user replies with the name, the server must associate this name to the client. Only then, incoming messages from the user will be considered as chat messages.
3. Any message sent by a user will be sent to other users prepended by the user's name, e.g. **Bob: Hello!**
4. Remember to avoid any possible DoS vulnerability.

Example



```
C:\Windows\System32\cmd.e > python chatroom2.py
C:\Users\himari\Desktop\demonstration>python chatroom2.py
Server is listening on localhost:1337
Connected to client: ('127.0.0.1', 14422)
Connected to client: ('127.0.0.1', 14423)

[Windows Command Prompt - ncat 127.0.0.1 -v 1337]
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.
Welcome to the chat! What is your name?
tom
hello
jerry: hi tom

[Windows Command Prompt - ncat 127.0.0.1 -v 1337]
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.
Welcome to the chat! What is your name?
jerry
tom: hello
hi tom
```

To submit

Submit file **chatroom2.py**.

