For this project I mostly just used the traditional socket libraries, along with time for keeping track of things and string to manipulate things easier. I wrong my JOIN, LEAVE, LIST, and LOG parts all as separate functions.

As for the design, I sadly wrote it in C, because everything I found said C was the way to go, at least when running it off a linux server... though I really don't know C that well, but have decided I don't like it as a lot of the function ability of C++ isn't in C (too be expected I guess as C is the precursor)... Creates the log.txt file and sends it when requested too... But when I was writing it, it kept coming up with little errors for adding the information to the file itself, I have it add a generic line of code to the file when JOIN is called, which you can open log.txt up to see... When you call list return back with a socket number, and 0 (couldn't figure out why and ran out of time)...

**RUN SERVER:**

gcc -o server server.c

./server \*choose a port #\* (I was testing on port 4201)

**CLIENT INFO:**

For whatever reason when I typed an action in as # \_\_\_\_ it would error, but if I put in the action without the # it worked fine....