Implemented features and details

All the required features are implemented. I also implemented a list command
to view all the users connected to server, and a help command to view available
commands. Because of the choice of using drand for RNG in the precode, which
in most implementations (including the one on the ifi servers) generates very
small numbers when unseeded in the first few calls, I chose to increase the
amount of initial tries the client has to connect to the server from one to five.
Otherwise both the client and server behave as specified.

Choice of datastructure

I chose a linked list as the datastructure used both in the server and the clients
for the storage of different hosts to communicate with. The client also uses a
queue of msgs for each host. Lists work well here because it is easy to implement
and dynamically allocate more memory as we add or remove clients. Queues
work especially well for messages well because we only care about whats in front
of queue, and always add new messages to the end.