

Chat Client with XML

Problem Description

You are required to implement a simple chat client that sends messages to a server. The chat client should take a username and a message text as input, create a Message object, serialize it using XML, and send it to the server using a socket connection. Your task is to write the necessary code to implement this functionality. Consult the skeleton for information details. The structure of the XML is shown below:

```
<message>
  <username>example_username</username>
  <text>example_text</text>
  <timestamp>example_timestamp</timestamp>
</message>
```

Input

- A string username representing the username of the person sending the message.
- A string text representing the message text.

Output (with unit test)

Message sent to the server.

```
test attribute passed: Hello, World! is equal to Hello, World!
test attribute passed: Alice is equal to Alice
test attribute passed: Alice is equal to Alice
test attribute passed: Hello, World! is equal to Hello, World!
```