Project 4: Client-Server Chat
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Introduction:
This project is a basic client-server chat where a client and server interact using python sockets on a localhost. The client and server are able to send and receive messages as well as quit out of the chat.

Instruction on how to run program:
First open up two terminals and move them into the directory with the two python files
Next run the server in the first terminal using -
      python3 server.py
Next run the client in the second terminal using -
      python3 client.py

Comments/questions:
None

Screenshots:

```
PS C:\Users\Alex\Documents\OSU\2022 SPRING\Networking\Project 4> python3 server.py
Server listening on: localhost on port: 7587
Connected by ('127.0.0.1', 58697)
Waiting for message...
Hello
Type /q to quit
Enter message to send...
> How are you?
Good. You?
> Good
Bye
> Bye
PS C:\Users\Alex\Documents\OSU\2022 SPRING\Networking\Project 4>
```

```
PS C:\Users\Alex\Documents\OSU\2022 SPRING\Networking\Project 4> python3 client.py
Connected to: localhost on port: 7587
Type /q to quit
Enter message to send...
> Hello
How are you?
> Good. You?
Good
> Bye
Bye
> /q
PS C:\Users\Alex\Documents\OSU\2022 SPRING\Networking\Project 4>
```