Peer to Peer Messaging App Project

1. Utilize either TCP or UDP protocols to create your application.

2. Implement a server solely for connecting two users, while all other functionality should be handled peer-to-peer.

3. Clients must have the ability to send messages to each other over the internet, not just on the local host.

4. All messages should be saved to a file.

5. If a client's connection is lost, the other client should wait for the reconnection.

6. Upon reconnection, all previous messages should be displayed.

7. Design your application with a user-friendly interface, including menus, appropriate messages, and error handling.

8. Add the capability to use alternative ports if the selected port is already in use.