Implementation Description

This project is a basic Python-based chat application that supports:

- Private messaging between two users
- Group messaging within named chat rooms
- The ability to create and join groups

The server handles multiple clients at once using threads and keeps track of:

- Connected users (via a dictionary of username → socket)
- Group memberships (via a dictionary of group_name → list of usernames)

Messages are sent in JSON format with four fields:

- **status:** message type (private, group, create, join, system)
- **sender:** the user sending the message
- receiver: the recipient (username or group name)
- **text:** the message content

Clients can send commands like:

- /private <username> <message>
- /group <group_name> <message>
- /create <group_name>
- /join <group_name>

Instructions to Run the Code

1. Start the Server

- Open a terminal and run:
- python Charlie_Meyers_C00513476_server.py

2. Start a Client

- In a new terminal window, run:
- python Charlie_Meyers_C00513476_client.py
- You'll be asked to enter a username. You can then send commands as described above.

3. Supported Commands

- /private <username> <message> Sends a private message to a user
- /group <groupname> <message> Sends a message to a group
- /create <groupname> Creates a new group
- /join <groupname> Joins an existing group
- /exit Disconnects the client

You can run multiple clients in separate terminal windows to test interaction.

Screenshots

Note that all messages from User: Zach were successfully sent over before personal termination of his programs using the /exit command.



