Object serialization client

Description
In this problem, you are required to implement a client
application that serializes a chat message and sends it to a
server. The message should include a username, the message
text, and a timestamp. The message should be compressed using
zlib and serialized using JSON.

Input
The input will be provided via standard input and will consist
of two lines:
— username: A string representing the username of the sender.
— text: A string representing the message text.

Implementation
You need to implement the following methods:
— Message.serialize(self): This method should serialize the
Message object into a compressed JSON string.
— Message.deserialize(serialized_message): This method should
deserialize the compressed JSON string back into a Message
object.
— main(): This function should read input, create a Message
object, serialize it, and send it to the server.

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!