JSON-based Chat Client

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 JSON, 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 JSON is shown below:

```
{
  "username": "example_username",
  "text": "example_text",
  "timestamp": "example_timestamp"
}
```

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: Gracie is equal to Gracie
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test attribute passed: Hello, World! is equal to Hello, World!