**DESIGN DOCUMENT**

* Server:

Once a client makes a connection to the server, the server will display the following options:

1. Create a chatroom: CREATE <name> (different ports? ONO) can create up to five chat rooms.
2. Join a chatroom: JOIN <name> if there are any already created (display options) (no chat rooms created)
3. Delete a chatroom: DELETE <name>display the available chatrooms.

Wrong option: send error: display menu again

Need to set a buffer size for the request.

List pointer: chatrooms

Struct named ChatRooom: name, thread id, list of clients in the chat, socketfd (with a different port number), number of clients in the chatroom.

Each chatroom has own port number

Using linux:

Compile with -lpthread

Handle close connections

* Client:

1. Create chatroom: pick from the menu and provide chatroom name. close connection
2. Join chatroom: pick from list and enter chatroom
3. Delete chatroom: delete from list of chatroom. Close connection