Multi-threaded chat server

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1 Objectives

Implement a multi-threaded chat server, involving shared state and corresponding concurrency control.

2 Tasks

1. Implement a basic chat server, which writes back to each connected client every text line that each client sends. Test the server first using `telnet` and then write a specific client.

2. Take care to make the server robust in the face of slow clients, clients that write too much, or unexpected network errors.

3. Add a basic authentication to the service, allowing clients to register username/password, and requiring a login before starting a chat session. The username should now be sent to other clients together with each text line.