Simple Data Structures Behind the Chat App-Dictionary:

In server.py, the main dict is clients. It maps each client's socket to their name, so the server knows who's connected, can broadcast, send private messages by name, and push the user list to everyone.

In nicegui_client.py, there isn't one big dict, but each chat message is stored as a dict in state.messages (fields like text, stamp, sent, avatar, kind). That makes it easy for the UI to render messages the same way and tell system messages apart from normal chat.