Client can start a conversation by clicking the other client who is online on the GUI interface. Afterwards, clients except clients already in the room will see a new conversation room shows up under a list of all-conversations. They can join the room by clicking the room image or leave the room afterwards. When there is no client in the conversation, it will closed. It will preserve the conversation bewtween clientA and clientB

A conversation is a

Protocol for communication between server and client

Client to server message protocol :==