Chat Protocol, Designed by all Classed Monday, September 5th.

- This protocol must be used by all groups when implementing the Chat Server and Client
- Tags must be uppercased as given below, and don't add any additional spaces.
- You can assume that usernames are unique
- You must consider ':" and "," as reserved characters which cannot be used in neither usernames nor messages

Command Strings

Clients → Server		
Command	Description	Example(s)
LOGIN:<name>	Message that includes the username of the client (for this CA its assumed that all users somehow have a unique name) MUST be sent as the first command, and can ONLY be sent once	**LOGIN:**Peter
MSG:<receivers>:<message>	String used to send messages, which includes both the receiver(s) and the message. (receivers must name(s) received via a LOGIN:xxx command, or blank (nothing) to send to all)	**Send to one** **MSG:**Peter**:**Hello Peter **Send to several** **MSG:**Peter,Jens**:**Hello guys **Send to all** MSG**::**Hello everybody
LOGOUT:	Notify the server that it can close the connection for this client	**LOGOUT:**

Server → clients		
Command	Description	Example(s)
CLIENTLIST:<n1,n1,...>	Message that includes all users currently online (comma delimited). Must be sent: - Right after a new Client has connected - Right after an existing Client has disconnected	**CLIENTLIST:**Lars,Thomas,Peter
MSGRES:<sender>:<message>	Used to forward a message received from a client (sender) to the receiver(s)	**MSGRES:**Peter**:**Hello from Peter