

SYSTEM DESIGN BLOCK DIAGRAM

The term "message" means anything the user types and sends to the server, which includes **commands** and **group chat messages**

A **group chat message** is a message a user wants to send to everyone in the chat room
A **command** is a request the user is making to the server or system

Thought about having commands processed on client side, but "help" is the only command able to be implemented on client side, may as well have all command processing done on server side.
=> Server can change what commands it supports without client code needing to change

Classes:
- User (different for server and client?)
- ChatRoom
- Message
- MessageQueue

Lots of stuff will be printed to the terminal: need a thread safe option (maybe make your own :P)

Maximum message length may be dictated by max packet size for TCP

