CLIENT-SERVER ARCHITECTURE

A server is a program that accepts incoming connections and processes them

A client is a program that connects to a server and sends and receives information and processes it.

SERVER

* A cache of messages
* When a message is sent, should echo this message to the other clients
* Should process incoming connections and dropped connections correctly
* Each client should be identified with a unique name

CLIENT

* Should connect to the server
* Should send messages when the user types them to the server
* Should receive messages from the server
* Messages should be stored in a cache
* Messages should be colored according to the name