



Go Programming Challenge

This programming challenge is designed to test your skills and willingness and ability to learn new things. For this programming challenge, you will build a simple chat server in Go (Golang).

Here are the rules:

- You can use Google and the internet at large
- You can use any 3rd party code you want as long as you note it
- You'll be expected to send us the full source code (including any 3rd party code)

The goal of this project is to build a simple chat server in Go. Multiple clients should be able to connect via telnet and send messages to the server. When a message is sent to the server it should be relayed to all the connected clients (including a timestamp and the name of the client that sent the message). All messages should also be logged to a local log file. Basic configuration settings like listening port, ip, and log file location should be read from a local config file.

Optional additional features:

- An HTTP REST API to post messages
- An HTTP REST API to query for messages
- Segment messages to "rooms" or "channels" so that only clients connected in the same room / channel receive the messages

- Add an ignore option where a client can choose to ignore (unsubscribe) from another client's messages
- Anything else you think might be interesting

What we're looking for:

- A working application
- Attention to detail
- Good coding style and commenting
- Creativity

Deliverables (send to jfox@walmartlabs.com):

- Zip file with your source code
- README with details on your approach, any limitations or known bugs & anything else we should know.

Thanks for considering Torbit. Have fun!