# Actor based chat server in Erlang

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## 1 Objectives

Implement a chat server based on the actor model, in Erlang, using a line-oriented protocol over TCP sockets to clients.

## 2 Tasks

1. Understand the basic chat server provided, which writes back to each connected client every text line that each client sends. Test the server using `telnet`.

2. Allow the server to have several independent chat rooms. When a client connects it goes to the default room. At any time a client may change room using some special command, e.g., `\room miei`.

3. Using the previously written login manager, add a basic authentication to the service, allowing clients to register username/password, and requiring a login before starting a chat session. The username should now be sent to other clients together with each text line.