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Requirements Implemented

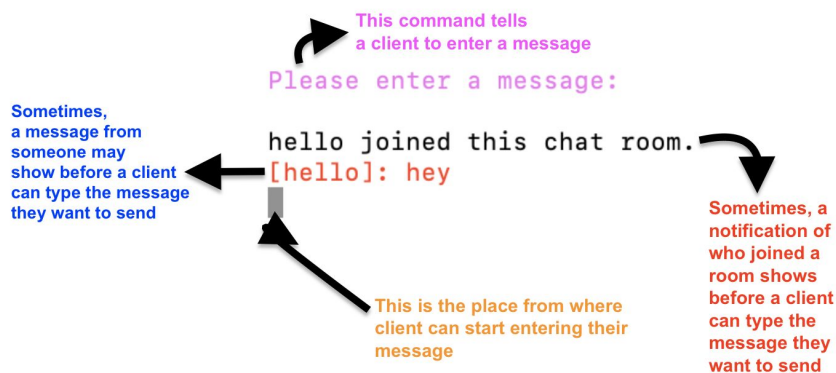
In `main_client.c`, we ...

- assigned a unique color for every client that joins a server
- allowed a client to specify a user name
- gave a client an option of whether they want to join a room that exists or create a new room
- do not allow clients to connect to a server if they request for a room that does not exist

In `main_server.c`, we ...

- display an up to date list of clients that are connected when a client disconnects from a server or a new client joins a server
- allow many rooms to run at the same time
- let clients within a room know if a new client joins their room
- allow multiple clients to connect to a server
- broadcast messages from a client to other clients that are in the same room

1st scenario for when client has to type a message



2nd scenario for when client has to type a message



Make sure to run `main_server.c` before running `main_client.c`.