

Practical 12

AIM:

b) Implement chat client server using TCP/UDP sockets.

ALGORITHM:

Chat Server

1. Start the Server:

- Create a socket (like a phone line).
- Bind it to a specific address and port (set your phone number).
- Listen for incoming connections (wait for calls).

2. Accept Connections:

- When a new client connects:
 - Add the client to a list of connected clients.
 - Start a new process to talk to this client (like talking on a different line).

3. Receive Messages:

- For each connected client:
 - Keep checking for new messages.
 - When a message is received, show it on the server screen.
 - Send this message to all other clients (share the message with everyone).

4. Handle Disconnections:

- If a client disconnects:
 - Remove that client from the list.
 - Stop talking to that client.

5. Keep Running:

- Repeat the process until you stop the server.

