*Start microphone function*

Create input thread

Create output thread

*End microphone function*

*Start input thread*

Open socket

if open successful

begin loop

read from socket

add data to buffer

play buffer

end loop

end if

*End input thread*

*Start output thread*

Open socket

If open successful

Read from microphone to buffer

Packetize buffer

Send packetized buffer to socket

end if

*End output thread*