**Server Pseudocode**

**Server Side:**

Start Server:

Create a server socket.

Bind the server socket to an IP address and port.

Listen for incoming connections.

Accept Connections:

When a client connects, add it to the list of connected clients.

Start a new thread to handle messages from this client.

Handle Client Messages:

Continuously receive messages from the client.

Send received messages to all connected clients.

Broadcast Messages:

Send the message from one client to all other clients.

Client Pseudocode

**Client Side**

Start Client:

Create a client socket.

Connect the client socket to the server.

Send Messages:

Take user input (a message).

Send the message to the server.

Receive Messages:

Continuously receive messages from the server.

Display received messages to the user.