Reg.No.: 2116220701058

#### 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).
- o 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:

- o 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:

- o 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.

## **Chat Client**

#### 1. Connect to the Server:

- o Create a socket (your phone).
- o Connect it to the server's address and port (call the server).

### 2. Receive Messages:

- o Start a process to listen for messages from the server:
  - Whenever a message arrives, show it on your screen.

### 3. Send Messages:

- Keep asking the user for new messages:
  - If the user types a message, send it to the server.
  - If the user types 'exit', disconnect from the server and close the client.

# 4. Keep Running:

o Repeat the process until the user decides to exit.

#### OUTPUT:

