# Linux Chat Systems Server

## Server Visual Design



## Server Pseudocode Design

### Initialize Server

### Prepare Server for Select

### Server Ready

### Add New Client to Connections

### Receive Message from Client

### Broadcast Message to Clients

### Remove Client from Connections

### Stop Program

# Linux Chat Systems Client Design

## Client Visual Design



## Client Pseudocode Design

### Initialize Client

### Search for Server

### Prepare Resources

### Chat Ready

### Update Display

### Send Message

### Stop Program