Add and store all the IP/Computer names to be connected.

Start the chatting program . First , if there are pre-defined IP ports present then, open a client socket and ping to all those computers to get connected. If there are no pre-defined IP ports saved then open a server socket and wait for other clients to join.

For private chat: If a users wants to start a private chat then, first close the existing server or client socket. Then start a new thread and try searching the server to the required port. If there is no server then start a server in a new port. But the problems is if the user who is trying to switch to private chat is the server, then we can not stop that server otherwise the existing chat session will disrupt.