서버  
socket() -> bind() -> listen() -> accept() -> recv() -> send() -> closesocket()

클라  
socket() -> connect() -> send() -> recv() -> closesocket()

서버

Client thread

Create client socket  
while true do  
 recv();  
 save in data structure  
end;

Send thread

While true do  
 if exist data structure then  
 resolve data structure  
 send data to all client  
end;

Main()

WSAStartup();  
create listen socket  
initialize SOCKADDR\_IN  
bind()  
listen();  
Create client socket  
while true do  
 start accept to client socket  
 create to all client thread and send thread  
end;  
close socket  
WSAcleanup();  
클라

Send thread

While true do  
if action then  
 Create data structure  
 send data structure to server

End;

Recv thread

While true do  
 recv();  
 resolve data structure  
 apply data to status  
end;

Main()

WSAStartup();  
create connect socket  
initialize SOCKADDR\_IN  
connect();  
create send thread and recv thread  
close socket  
WSAcleanup();