PSEUDO CODE FOR CHAT APPLICATION USING SOCKETS AND MULTITHREADING

Server Side:

1.Login as user

Enter the user Details

2. Create a Structure named terminal consists of ID, Name, Socket, Thread.

3. Create a vector called terminal to print different colours for clients

4. Create Different Functions

Void set\_name()

Void shared\_print()

Int broadcast\_message()

Void end\_connection()

Void handle\_client()

5. Create Socket, bind and listen.

6. create a FOR loop for the joinable clients.

7. Set name of client for that FOR LOOP is used.

8. For synchronisation of cout statements.

9. Broadcast the messages to all clients.

10. End of the Program.

CLIENT SIDE:

1.