Server

Start → Initialize

End

Initialize → Check Sock stat

Check Sock stat → Terminate → End

Accept ← New Client ← Check Sock stat

Accept → Loop Back → Check Sock stat

Check Sock stat → Recieve

Check Sock stat ← Loop Back

Recieve → Connect message → Add new user

Recieve → Disconnect message → Remove user

Recieve → Chat Message → Broadcast Message

Add new user → Generate list → Send list To user

Send list To user → Broadcast Message

Remove user → Broadcast Message