

Server Application

Master Main Socket
(used for maintaining
connections for
requests, create,
delete, etc)

spawn

Shared socket,
server side

Client Application

- Client side first begins with a need to make a connection to process request to server

Copy of the main socket
will be able to parse
incoming packages from
socket client side

Shared socket,
client side

Process Vector able to keep
track of all chat client sockets at
the requesting of creation of
room

Deletions can also happen here
as well.

