PSUEDOCODE

## Server

# Initialize GUI

Set up GUI using QT Framework

# Create Socket

Create a stream socket with AF\_INET, SOCK\_STREAM, O parameters

Check for any errors on socket call

Go to **Bind Address** State

# Bind address

Bind an address to the socket

Allocate memory for server struct

Initialize server struct with AF\_INET, port specified by user, and to accept connections from any client

Call bind on ListenSocket

Check for any errors on bind call

Go to **Listen On Socket** State

# Listen on socket

Listen for connections, queue up to LISTENQ connect requests

Call listen on ListenSocket with LISTENQ

Check if listen call failed

While true

Call select()

Check if there was a new client connection

Go to **Accept New Connection** State

# Accept new connection

Call accept(ListenSocket)

Check if it accept call failed

Save client’s descriptor

Go to **Update List of Connected** Clients State

Go to **Check clients for data** State

# Check clients for data

loop through all the clients

Check if client has data

Go to **Read Data** State

write the data read from the client socket to all other sockets except the one that sent it

# Read data

While (read data from the client socket)

Check if read call failed

Update bytes read

Go to **Echo Data to all other clients** State

# Echo data to all other clients

Write data read from the client socket to all other sockets except the one that sent it

If no more readable descriptors

Go to **Listen on Socket** State

## Client

# Initialize GUI

Set up GUI using QT Framework

Go to **Get User Input for Username Port and IP** State

# GET user input for username port and ip

Wait for input from user

Grab text from username port and IP text fields

Save these values into temporary strings

If user press **connect** button

Go to **Create Socket** state

# Create Socket

Create a stream socket with AF\_INET, SOCK\_STREAM, O parameters

Check for any errors on socket call

Go to **Bind Address** state

# Bind Address

Bind address to the socket

Allocate memory for server struct

Initialize server struct with AF\_INET, port specified by user, and to accept connections from any client

Call bind(ListenSocket)

Check for any errors on bind call

Go to **Connect to Server** state

# Connect to Server

Call connect()  
If error  
 Print message

Go to **Send Username to Server**

If **disconnect** button is pressed

Close socket and update user list

# Send username to server

Create and join a pthread

Send username to server using send call

**Go to Create Data Receiving Thread**

# Create Data Receiving thread

Create a new thread

If error

Print error message

Go to **Wait for User Input**

# Wait for User Input

Forever loop  
 If received <Enter> or Send Button

Update chat window with local message  
 Go to **Transmit Data through Socket** state

If export button pressed

Go to **File Writing Process** state

# Transmit Data through Socket

Get text from user input  
Add to buffer  
Write buffer to socket  
Go to **Wait for User Input** state

# Wait for Incoming Server Data

Call select()

Forever loop

If received data is message

Store data in buffer

Go to **Update Chat Window** state

If received data is username

Store data in buffer

Go to **Update User Window** state

# update chat window

Get text in buffer  
Output text to window  
Go to **Wait for Incoming Server Data** state

# update chat window

Get text in buffer  
Add list item to user list widget  
Go to **Wait for Incoming Server Data** state

# Write to File

Open File

Get text in buffer  
Write text to opened file  
Go to **Wait for Incoming Server Data** state