

Run

Run: app x

```
/home/anastasiia/PycharmProjects/websocket-server/venv/bin/python /home/anastasiia/PycharmProjects/websocket-server/app.py
Enter the server concurrency level: 2
Working...
queue update, process added: [(socket.socket fd=28, family=AddressFamily.AF_INET, type=SocketKind.SOCK_STREAM, proto=0, laddr=('127.0.0.1', 2000), raddr=('127.0.0.1', 48236)), ('127.0.0.1', 48236))]
process_count: 0
New process has started
new_process: <multiprocessing.pool.ApplyResult object at 0x7f905168a1c0>
process_count: 1
queue: []
queue update, process added: [(socket.socket fd=30, family=AddressFamily.AF_INET, type=SocketKind.SOCK_STREAM, proto=0, laddr=('127.0.0.1', 2000), raddr=('127.0.0.1', 48238)), ('127.0.0.1', 48238))]
process_count: 1
New process has started
new_process: <multiprocessing.pool.ApplyResult object at 0x7f905168acd0>
process_count: 2
queue: []
queue update, process added: [(socket.socket fd=28, family=AddressFamily.AF_INET, type=SocketKind.SOCK_STREAM, proto=0, laddr=('127.0.0.1', 2000), raddr=('127.0.0.1', 48240)), ('127.0.0.1', 48240))]
2
Server is busy, wait...
The new connection was made from IP: 127.0.0.1, and port: 48236!
ended process: (1, <multiprocessing.pool.ApplyResult object at 0x7f905168a1c0>)
Server is free!
process_count: 1
New process has started
new_process: <multiprocessing.pool.ApplyResult object at 0x7f905168a340>
process_count: 2
queue: []
The new connection was made from IP: 127.0.0.1, and port: 48238!
The new connection was made from IP: 127.0.0.1, and port: 48240!
|
```

Terminal



Terminal: Local × Local (2) × Local (3) × + ▾



```
(venv) anastasiia@anastasiia-VirtualBox:~/PycharmProjects/websocket-server$ python3 client.py --host 127.0.0.1 --port 2000 --filename home.html -  
-client-number 1
```

```
Connecting to server: 127.0.0.1 on port: 2000
```

```
Success
```

```
(venv) anastasiia@anastasiia-VirtualBox:~/PycharmProjects/websocket-server$
```

Terminal

Terminal: Local × Local (2) × Local (3) × + ▾



```
(venv) anastasiia@anastasiia-VirtualBox:~/PycharmProjects/websocket-server$ python3 client.py --host 127.0.0.1 --port 2000 --filename home.html -  
-client-number 2
```

```
Connecting to server: 127.0.0.1 on port: 2000
```

```
Success
```

```
(venv) anastasiia@anastasiia-VirtualBox:~/PycharmProjects/websocket-server$
```

Terminal

Terminal: Local × Local (2) × Local (3) × + ▾

```
(venv) anastasiia@anastasiia-VirtualBox:~/PycharmProjects/websocket-server$ python3 client.py --host 127.0.0.1 --port 2000 --filename home.html -  
-client-number 3
```

```
Connecting to server: 127.0.0.1 on port: 2000
```

```
Success
```

```
(venv) anastasiia@anastasiia-VirtualBox:~/PycharmProjects/websocket-server$
```