* screenshare/start/
  + Method: POST
  + Send: none
  + Response: {‘msg’:’success’, ‘code’:’<the link code>’}
  + Backend:
    - Set code variable to the link code before returning it to the client
    - This code will serve as entry point when clients want to join
* screenshare /link/
  + Method:POST
  + Send:{‘code’:<link code>}
  + Response: {‘msg’:’success’}
  + Cookie:<session id>
  + Backend:
    - Receive the code, check if it matches with the code variable
    - Create a new session and save num:0 in it
    - Send the session id as a cookie to the client
* screenshare/stream/
  + Method:POST
  + Send:{‘chunk’:<video chunk>}[formdata]
  + Response: {‘msg’:’success’}
  + Backend:
    - Receive the chunk of video
    - Save it in screen folder by the name of the number variable
    - Add the number variable by one
* screenshare/play/
  + Method:GET
  + Send:none
  + Response: the requested chunk of video from the session
  + {'msg':"pending"} if the requested chunk is not yet available
  + Backend:
    - Return the requested chunk of video
    - Add num in session by one
* screenshare/stop/
  + Method:POST
  + Send:none
  + Response: {‘msg’:”success”}
  + Backend:
    - Delete the contents of the screen folder