**Live-server**

* live /link/
  + Method:POST
  + Send:{‘code’:<link code>}
  + Response: {‘msg’:’success’}
  + Cookie:<session id>
  + Live-server:
    - Create a new user in the Live table with number set to 0 and also the sent code saved in it.
    - Create a new session and save the id of the user in it
    - In the videos folder create a new folder by the name of the user id. This folder will store the chunks of videos which are being streamed.
    - Send the session id as a cookie to the client
* live/stream/
  + Method:POST
  + Send:{‘chunk’:<video chunk>}[formdata] and cookie
  + Response: {‘msg’:’success’}
  + Live-server:
    - Receive the chunk of video and get the user id using the session id in the cookie
    - And then go to the folder by the name of the user id and save the chunk of video. The naming of the chunks should start from 0 and continue in ascending order. The number that the user is currently on is available in the Live table.
    - Add the number of the user by one
* live/refresh/
  + Method:GET
  + Send:none
  + Response: {‘msg’:’success’,’live’:[<list of live hosts>]}
  + Response: {‘msg’:”no new link”} if there is no new link
  + Live-server:
    - Check if the peers is less than the number of users in camlink table.
    - If so then send all users (their ids) above the peers number in the cookie to the client and update peers to the latest user id.
* live/play/
  + Method:GET
  + Send:{“uid”:<user id>,”cid”:<chunk id>}
  + Response: the requested chunk of video
  + Backend:
    - Return the requested chunk of video
* live/stop/
  + Method:POST
  + Send:none
  + Response: {‘msg’:”success”}
  + Live-server:
    - Delete the user from the Live database
    - Delete the folder by the user id name