The primary socket API functions and methods in this module are:

* socket()
* bind()
* listen()
* accept()
* connect()
* send()
* recv()
* close()

create a socket object using socket.socket()

AF\_INET is the Internet address family for [IPv4](https://en.wikipedia.org/wiki/IPv4)

socket type as socket.SOCK\_STREAM = TCP

bind() is used to associate the socket with a specific network interface and port number

listen() enables a server to accept() connections

listen tells the socket library that we want it to queue up as many as 5 connect requests

accept() [blocks](https://realpython.com/python-sockets/#blocking-calls) and waits for an incoming connection

After getting the client socket object conn from accept(), an infinite while loop is used to loop over [blocking calls](https://realpython.com/python-sockets/#blocking-calls) to conn.recv(). This reads whatever data the client sends and echoes it back using conn.sendall().

References - https://realpython.com/python-sockets/#socket-api-overview