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# A Visual Guide to Building a Streamable HTTP MCP Client

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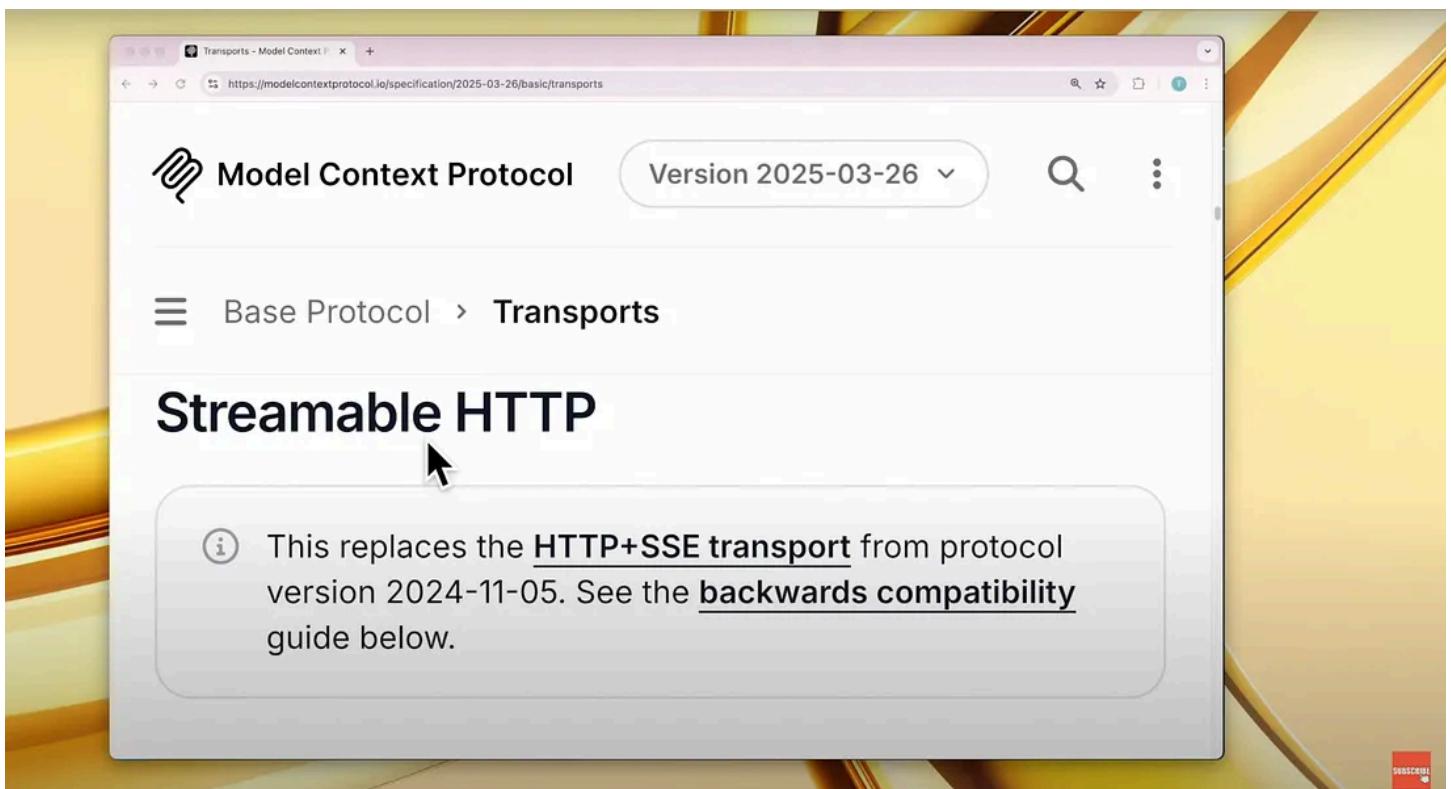
The Model Context Protocol (MCP) has introduced a powerful new Streamable HTTP transport, making it easier than ever to build and deploy agents that communicate over the internet.

This visual guide will walk you through creating a universal MCP client that connects to multiple tool servers using different transport methods. You can also watch a full video tutorial with code at [The AI Language Channel here](#). ([MCP Course #12 — Build Streamable HTTP + STDIO MCP Client with Gemini, Google ADK](#)).

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## SSE vs. Streamable HTTP

The new Streamable HTTP transport is set to replace the older HTTP+SSE transport, offering a more robust and streamlined approach for remote tool communication.



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## Part 1: The End Result — A Quick Demo

Our client will use three tool servers: two remote HTTP servers for math and one local STDIO server to run terminal commands. We'll give it a single, complex prompt and watch it orchestrate all the tools to get the job done.

First, we'll run the two HTTP servers and then start our universal client. The client immediately connects to all configured servers and lists the tools it has loaded from

each one.

We'll then give the agent a complex query to perform calculations using the HTTP servers and write the output to a file using the local terminal server.

The agent streams back its progress in real-time, showing each function call it makes.

Finally, the agent confirms it has completed the task and saved the results.

The run\_command tool on our local terminal server successfully created a file with the formatted results.

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## **Part 2: The Code — Understanding the Pieces**

Our universal client is composed of three key python files and a config file.

## **1. The Entry Point (cmd.py)**

This script acts as our command-line interface. It initializes the MCPClient and runs a continuous chat\_loop to handle user input and display agent responses.

## **2. The Core Client Logic (client.py)**

This file defines the MCPClient class, which is a wrapper that connects our UI to the Google ADK agent. It manages session creation, builds the agent, and sends tasks.

## **3. The Agent Brain (agent.py)**

The AgentWrapper class here is responsible for building the LlmAgent. It loads all the toolsets from the servers defined in our config file and constructs the agent with a Gemini model.

#### **4. Configuration is Key (`theailanguage_config.json`)**

This JSON file is the heart of our client's configuration. It tells the agent which servers to connect to, specifying their type (http or stdio) and their connection details.

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## **Part 3: Launching the Tool Servers**

Now, let's start our two streamable HTTP servers in separate terminals.

1. Start Server 1 (listening on port 3000).

**2. Start Server 2** (listening on port 3001).

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## **Part 4: Running the Universal Client**

With the servers running, we can now launch our client.

Once executed, the client starts up, connects to both HTTP servers and the local STDIO server, and confirms that all tools have been successfully loaded. You're now ready to interact with your multi-tool, multi-transport agent!

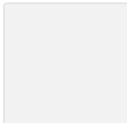
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