1. Set the server to your IPv4 address
2. Choose a PORT to bind it with
3. Prepare them for binding (tup)
4. Create socket for IPv4 and TCP
5. Bind that socket prepared IPv4 and PORT
6. Create a function for **handling\_client** side with parameters for **connection** and **address**
7. Pass
8. Create function **start()** that listens for a new connection until some1 connected
9. Then **accept** (store) the connection into **connection** (socket object to talk to connected ) and **address** (IP,port)
10. Create thread and send it to **handling\_client** function with handling\_client params as target and
11. Start thread
12. Print active connections (threading…count) for test
13. Add format = utf-8
14. Handling\_client says who connected (IP address)
15. Set connected to true
16. While connected : take the msg length and receive the connection + decode that
17. Convert msg length into int
18. Create real msg to receive (recv) and decode for msg\_length
19. Test address and message print
20. Test for disconnection and connect false if true
21. Close