IncomingMessage {
  _events: {
    close: undefined,
    error: undefined,
    data: undefined,
    end: undefined,
    readable: undefined
  },
  _readableState: ReadableState {
    highWaterMark: 16384,
    buffer: [],
    bufferIndex: 0,
    length: 0,
    pipes: [],
    awaitDrainWriters: null,
    [Symbol(kState)]: 1331980
  },
  _maxListeners: undefined,
  socket: <ref *1> Socket {
    connecting: false,
    _hadError: false,
    _parent: null,
    _host: null,
    _closeAfterHandlingError: false,
    _events: {
      close: undefined,
      error: undefined,
      prefinish: undefined,
      finish: undefined,
      drain: undefined,
      data: undefined,
      end: [Function: onReadableStreamEnd],
      readable: undefined,
      timeout: undefined,
      resume: undefined,
      pause: undefined
    },
    _readableState: ReadableState {
      highWaterMark: 16384,
      buffer: [],
      bufferIndex: 0,
      length: 0,
      pipes: [],
      awaitDrainWriters: null,
      [Symbol(kState)]: 34613508
    },
    _writableState: WritableState {
      highWaterMark: 16384,
      length: 0,
      corked: 0,
      onwrite: [Function: bound onwrite],
      writelen: 0,

   bufferedIndex: 0,
   pendingcb: 0,
   [Symbol(kState)]: 17564420,
   [Symbol(kBufferedValue)]: null
  },
  allowHalfOpen: true,
  _maxListeners: undefined,
  _eventsCount: 1,
  _sockname: null,
  _pendingData: null,
  _pendingEncoding: '',
  server: Server {
    maxHeaderSize: undefined,
    insecureHTTPParser: undefined,
    requestTimeout: 300000,
    headersTimeout: 60000,
    keepAliveTimeout: 5000,
    connectionsCheckingInterval: 30000,
    requireHostHeader: true,
    joinDuplicateHeaders: undefined,
    rejectNonStandardBodyWrites: false,
    _events: [Object: null prototype],
    _eventsCount: 4,
    _maxListeners: undefined,
    _connections: 1,
    _handle: [TCP],
    _usingWorkers: false,
    _workers: [],
    _unref: false,
    _listeningId: 2,
    allowHalfOpen: true,
    pauseOnConnect: false,
    noDelay: true,
    keepAlive: false,
    keepAliveInitialDelay: 0,
    highWaterMark: 16384,
    httpAllowHalfOpen: false,
    timeout: 0,
    maxHeadersCount: null,
    maxRequestsPerSocket: 0,
    _connectionKey: '6::::8080',
    [Symbol(IncomingMessage)]: [Function: IncomingMessage],
    [Symbol(ServerResponse)]: [Function: ServerResponse],
    [Symbol(shapeMode)]: false,
    [Symbol(kCapture)]: false,
    [Symbol(async_id_symbol)]: 2,
    [Symbol(kUniqueHeaders)]: null,
    [Symbol(http.server.connections)]: ConnectionsList {},
    [Symbol(http.server.connectionsCheckingInterval)]: Timeout {
     _idleTimeout: 30000,
     _idlePrev: [TimersList],
     _idleNext: [TimersList],

        _idleStart: 90063,
        _onTimeout: [Function: bound checkConnections],
        _timerArgs: undefined,
        _repeat: 30000,
        _destroyed: false,
        [Symbol(refed)]: false,
        [Symbol(kHasPrimitive)]: false,
        [Symbol(asyncId)]: 5,
        [Symbol(triggerId)]: 3
      }
  },
  _server: Server {
    maxHeaderSize: undefined,
    insecureHTTPParser: undefined,
    requestTimeout: 300000,
    headersTimeout: 60000,
    keepAliveTimeout: 5000,
    connectionsCheckingInterval: 30000,
    requireHostHeader: true,
    joinDuplicateHeaders: undefined,
    rejectNonStandardBodyWrites: false,
    _events: [Object: null prototype],
    _eventsCount: 4,
    _maxListeners: undefined,
    _connections: 1,
    _handle: [TCP],
    _usingWorkers: false,
    _workers: [],
    _unref: false,
    _listeningId: 2,
    allowHalfOpen: true,
    pauseOnConnect: false,
    noDelay: true,
    keepAlive: false,
    keepAliveInitialDelay: 0,
    highWaterMark: 16384,
    httpAllowHalfOpen: false,
    timeout: 0,
    maxHeadersCount: null,
    maxRequestsPerSocket: 0,
    _connectionKey: '6::::8080',
    [Symbol(IncomingMessage)]: [Function: IncomingMessage],
    [Symbol(ServerResponse)]: [Function: ServerResponse],
    [Symbol(shapeMode)]: false,
    [Symbol(kCapture)]: false,
    [Symbol(async_id_symbol)]: 2,
    [Symbol(kUniqueHeaders)]: null,
    [Symbol(http.server.connections)]: ConnectionsList {},
    [Symbol(http.server.connectionsCheckingInterval)]: Timeout {
      _idleTimeout: 30000,
      _idlePrev: [TimersList],
      _idleNext: [TimersList],

      _idleStart: 90063,
      _onTimeout: [Function: bound checkConnections],
      _timerArgs: undefined,
      _repeat: 30000,
      _destroyed: false,
      [Symbol(refed)]: false,
      [Symbol(kHasPrimitive)]: false,
      [Symbol(asyncId)]: 5,
      [Symbol(triggerId)]: 3
    }
  },
  parser: null,
  on: [Function: socketListenerWrap],
  addListener: [Function: socketListenerWrap],
  prependListener: [Function: socketListenerWrap],
  setEncoding: [Function: socketSetEncoding],
  _paused: false,
  [Symbol(async_id_symbol)]: 85,
  [Symbol(kHandle)]: TCP {
    reading: true,
    onconnection: null,
    _consumed: true,
    [Symbol(owner_symbol)]: [Circular *1]
  },
  [Symbol(lastWriteQueueSize)]: 0,
  [Symbol(timeout)]: null,
  [Symbol(kBuffer)]: null,
  [Symbol(kBufferCb)]: null,
  [Symbol(kBufferGen)]: null,
  [Symbol(shapeMode)]: true,
  [Symbol(kCapture)]: false,
  [Symbol(kSetNoDelay)]: true,
  [Symbol(kSetKeepAlive)]: false,
  [Symbol(kSetKeepAliveInitialDelay)]: 0,
  [Symbol(kBytesRead)]: 0,
  [Symbol(kBytesWritten)]: 0
},
httpVersionMajor: 1,
httpVersionMinor: 1,
httpVersion: '1.1',
complete: true,
rawHeaders: [
  'Host',
  '127.0.0.1:8080',
  'Connection',
  'Upgrade',
  'Pragma',
  'no-cache',
  'Cache-Control',
  'no-cache',
  'User-Agent',

    'Mozilla/5.0 (Windows NT 10.0; Win64; x64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/132.0.0.0 Safari/537.36 Edg/132.0.0.0',
    'Upgrade',
    'websocket',
    'Origin',
    'http://127.0.0.1:5500',
    'Sec-WebSocket-Version',
    '13',
    'Accept-Encoding',
    'gzip, deflate, br, zstd',
    'Accept-Language',
    'en-GB,en;q=0.9,en-US;q=0.8',
    'Cookie',
    'csrftoken=NMDhNqZFXR4KgMNuiQyoRSCf8YUhkuQc',
    'Sec-WebSocket-Key',
    'VoZ6EV7/8yOcKN9srX4asw==',
    'Sec-WebSocket-Extensions',
    'permessage-deflate; client_max_window_bits'
  ],
  rawTrailers: [],
  joinDuplicateHeaders: null,
  aborted: false,
  upgrade: true,
  url: '/',
  method: 'GET',
  statusCode: null,
  statusMessage: null,
  client: <ref *1> Socket {
    connecting: false,
    _hadError: false,
    _parent: null,
    _host: null,
    _closeAfterHandlingError: false,
    _events: {
      close: undefined,
      error: undefined,
      prefinish: undefined,
      finish: undefined,
      drain: undefined,
      data: undefined,
      end: [Function: onReadableStreamEnd],
      readable: undefined,
      timeout: undefined,
      resume: undefined,
      pause: undefined
    },
    _readableState: ReadableState {
      highWaterMark: 16384,
      buffer: [],
      bufferIndex: 0,
      length: 0,
      pipes: [],

      awaitDrainWriters: null,
      [Symbol(kState)]: 34613508
    },
    _writableState: WritableState {
      highWaterMark: 16384,
      length: 0,
      corked: 0,
      onwrite: [Function: bound onwrite],
      writelen: 0,
      bufferedIndex: 0,
      pendingcb: 0,
      [Symbol(kState)]: 17564420,
      [Symbol(kBufferedValue)]: null
    },
    allowHalfOpen: true,
    _maxListeners: undefined,
    _eventsCount: 1,
    _sockname: null,
    _pendingData: null,
    _pendingEncoding: '',
    server: Server {
      maxHeaderSize: undefined,
      insecureHTTPParser: undefined,
      requestTimeout: 300000,
      headersTimeout: 60000,
      keepAliveTimeout: 5000,
      connectionsCheckingInterval: 30000,
      requireHostHeader: true,
      joinDuplicateHeaders: undefined,
      rejectNonStandardBodyWrites: false,
      _events: [Object: null prototype],
      _eventsCount: 4,
      _maxListeners: undefined,
      _connections: 1,
      _handle: [TCP],
      _usingWorkers: false,
      _workers: [],
      _unref: false,
      _listeningId: 2,
      allowHalfOpen: true,
      pauseOnConnect: false,
      noDelay: true,
      keepAlive: false,
      keepAliveInitialDelay: 0,
      highWaterMark: 16384,
      httpAllowHalfOpen: false,
      timeout: 0,
      maxHeadersCount: null,
      maxRequestsPerSocket: 0,
      _connectionKey: '6::::8080',
      [Symbol(IncomingMessage)]: [Function: IncomingMessage],
      [Symbol(ServerResponse)]: [Function: ServerResponse],

    [Symbol(shapeMode)]: false,
    [Symbol(kCapture)]: false,
    [Symbol(async_id_symbol)]: 2,
    [Symbol(kUniqueHeaders)]: null,
    [Symbol(http.server.connections)]: ConnectionsList {},
    [Symbol(http.server.connectionsCheckingInterval)]: Timeout {
      _idleTimeout: 30000,
      _idlePrev: [TimersList],
      _idleNext: [TimersList],
      _idleStart: 90063,
      _onTimeout: [Function: bound checkConnections],
      _timerArgs: undefined,
      _repeat: 30000,
      _destroyed: false,
      [Symbol(refed)]: false,
      [Symbol(kHasPrimitive)]: false,
      [Symbol(asyncId)]: 5,
      [Symbol(triggerId)]: 3
    }
  },
  _server: Server {
    maxHeaderSize: undefined,
    insecureHTTPParser: undefined,
    requestTimeout: 300000,
    headersTimeout: 60000,
    keepAliveTimeout: 5000,
    connectionsCheckingInterval: 30000,
    requireHostHeader: true,
    joinDuplicateHeaders: undefined,
    rejectNonStandardBodyWrites: false,
    _events: [Object: null prototype],
    _eventsCount: 4,
    _maxListeners: undefined,
    _connections: 1,
    _handle: [TCP],
    _usingWorkers: false,
    _workers: [],
    _unref: false,
    _listeningId: 2,
    allowHalfOpen: true,
    pauseOnConnect: false,
    noDelay: true,
    keepAlive: false,
    keepAliveInitialDelay: 0,
    highWaterMark: 16384,
    httpAllowHalfOpen: false,
    timeout: 0,
    maxHeadersCount: null,
    maxRequestsPerSocket: 0,
    _connectionKey: '6::::8080',
    [Symbol(IncomingMessage)]: [Function: IncomingMessage],
    [Symbol(ServerResponse)]: [Function: ServerResponse],

```
        [Symbol(shapeMode)]: false,
        [Symbol(kCapture)]: false,
        [Symbol(async_id_symbol)]: 2,
        [Symbol(kUniqueHeaders)]: null,
        [Symbol(http.server.connections)]: ConnectionsList {},
        [Symbol(http.server.connectionsCheckingInterval)]: Timeout {
          _idleTimeout: 30000,
          _idlePrev: [TimersList],
          _idleNext: [TimersList],
          _idleStart: 90063,
          _onTimeout: [Function: bound checkConnections],
          _timerArgs: undefined,
          _repeat: 30000,
          _destroyed: false,
          [Symbol(refed)]: false,
          [Symbol(kHasPrimitive)]: false,
          [Symbol(asyncId)]: 5,
          [Symbol(triggerId)]: 3
        }
      },
      parser: null,
      on: [Function: socketListenerWrap],
      addListener: [Function: socketListenerWrap],
      prependListener: [Function: socketListenerWrap],
      setEncoding: [Function: socketSetEncoding],
      _paused: false,
      [Symbol(async_id_symbol)]: 85,
      [Symbol(kHandle)]: TCP {
        reading: true,
        onconnection: null,
        _consumed: true,
        [Symbol(owner_symbol)]: [Circular *1]
      },
      [Symbol(lastWriteQueueSize)]: 0,
      [Symbol(timeout)]: null,
      [Symbol(kBuffer)]: null,
      [Symbol(kBufferCb)]: null,
      [Symbol(kBufferGen)]: null,
      [Symbol(shapeMode)]: true,
      [Symbol(kCapture)]: false,
      [Symbol(kSetNoDelay)]: true,
      [Symbol(kSetKeepAlive)]: false,
      [Symbol(kSetKeepAliveInitialDelay)]: 0,
      [Symbol(kBytesRead)]: 0,
      [Symbol(kBytesWritten)]: 0
    },
    _consuming: false,
    _dumped: false,
    parser: null,
    [Symbol(shapeMode)]: true,
    [Symbol(kCapture)]: false,
    [Symbol(kHeaders)]: null,
```

```
  [Symbol(kHeadersCount)]: 26,
  [Symbol(kTrailers)]: null,
  [Symbol(kTrailersCount)]: 0
}
```