



main

- ↳ Creates and configures a Socket instance.

Socket

- ↳ Binds and sets up nonblocking mode.

listen

- ↳ Starts listening on the socket.

Poller

- ↳ Begins the event loop inside run().

AcceptHandler

- ↳ Upon a POLLIN event, accepts new connections and registers a ClientHandler.

ClientHandler

- ↳ On read-ready (POLLIN), reads client data, prepares HTTP response.
- ↳ Swaps to write-ready (POLLOUT), sends response, then cleans up.