* Consumer is the most basic unit of Channels code.

* Consumers consumes event, following the routing table.

* Basic consumer has three elements:
    Connect, recieve, disconnect

* Each protocol has different kind of event, and each type is represented by a different method
        We need to write code to handle each event

Elements of Scope & Channel layer in Consumer

1. self.scope["url-route"]["kwargs"] [url-part]

    * Obtains the variable from the url that is requesting to this Consumer.

    * self.scope contains information about the connection.

2. async_to_sync(self.channel_layer.group_add)(.....)
        * joins a group
        * The async-to-sync wrapper required because WebSocketConsumer is synchronous but it is calling aasynchronous channel-Layer method
        Note: All channel layer methods are asynchronous
        * Group names are restricted to ASCII alphanumerics, hyphens, & periods.

3. self.accept()
        * Can only be called in connect() method of Consumer

4. async-to-sync(self.channel_layer.group_send)(....)
        * Sends event to group

        * Event has special type key corresponding to the name of the method within the consumer handling the event.
            Note: Replace — with . in function name. Eg. chat_message to chat.message.