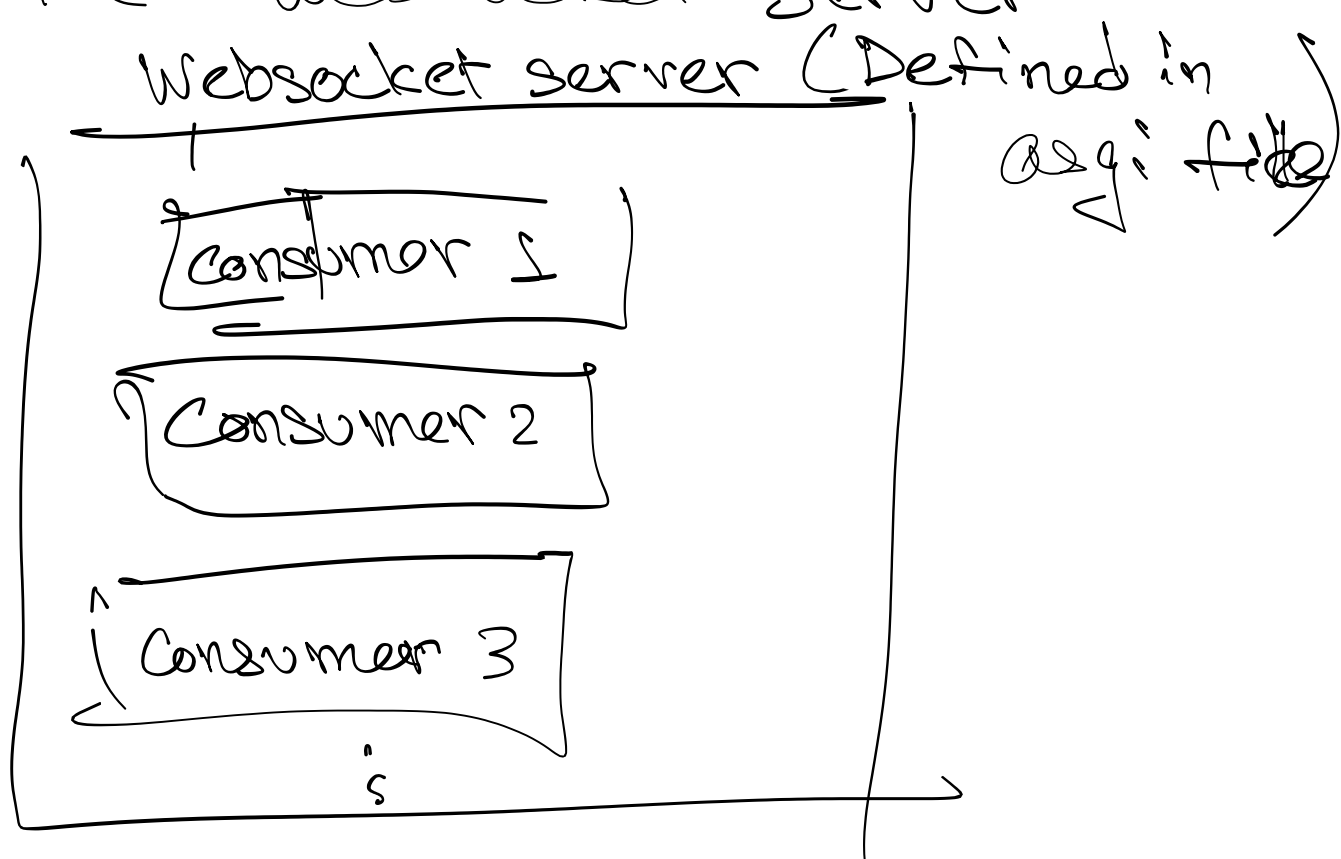


- * The application (consumer) code that is handling protocol event runs inside the server process itself

Eg. websocket handling code runs inside WebSocket server process

- * Each socket/connection to the overall application is handled by an application instance inside the websocket server



- * Here, even though the server can receive events but it also needs to distribute this event to other events.

Eg. if User1 sends a message from the frontend the message needs to be received by the User1's server but at the same time as User1 is talking to User2 it needs to send an event to User2's consumer instance that there is a message that is sent by user 1 in the chat app.

- * One way to do this is to continuously poll the database for new message. But channel provides **channel layer** to do this.

- * Channel layer allows to send information between different processes.

- * Each channel has a unique name and can join groups to send and receive point to point & broadcast message.