**Threading**

Threading is used in the programming world a lot. It is mostly used where there are many clients trying to connect to your project(program). if we take an example as a thread and then you connect the particular end of the thread to the endpoint (Client) and the thread is starting (Server) from a one place. If we take threading as socket programming what is happening is whenever a client connects to the server, it creates a new thread only for the client and the server, and if the server is a chat it takes the data(message) of the client who is sending it and it sends the data(message) through the other threads (other clients)which are also connected to the server.

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