

gRPC Single Server & Multiple Clients communication

There are two clients and one server.

Server and clients are communicating simultaneously but asynchronously.

All the clients and server are in C#.

Both clients are "Console App (.NET Core)" type projects.

Server is a "gRPC Service" type project.

All four types of gRPC communication are made i.e. Unary, server streaming, client streaming and bidirectional streaming. Communication is asynchronous, which means that server is receiving and sending data from and to the both clients at the same time.