

## Design

### Server

1. create a socket for the client.
2. bind it and start listening on the port.
3. when there is a http request from the server check it and get the hostname
4. using the function `gethostbyname` get the ip addresses of the host
5. connect to the host by that ip address.
6. Send the request by the browser to the server
7. when the server sends the data forward it to the browser.