Demo: Server Application Capable of Dealing With Multiple Clients

1. Let us start the server and click button "Start Listening"
2. Firstly, I've created several copies of the client software which I wrote earlier.
3. Now I am going to run all three instances of the clients that I have.
4. Notice that loopback address 127.0.0.1 and port 23000 are being used on all three clients and the server.
5. [Tile server and a client neatly] I will click "Connect" button on one of the clients.
6. The server says "Client Connected" and client identification is loaded in the list of clients.
7. Now I will do the same for the other two clients.
8. On the server you can see that the list of clients has grown to three.
9. I will click in various client instances, supply some payload text and click "Send" button.
10. On the server, I will select a client, supply some payload, and click "Send" button.
11. You see, the data is being sent to specific clients.
12. In the end, I will close a client instance.
13. An error will show up in the server code.
14. You see the client is removed from the list and a client disconnected message is also shown.
15. I hope you find the video useful. I could've made things much more glossy and colorful but I am keeping it simple so that you can easily wrap your head around the concepts and do the fancy stuff on your own.