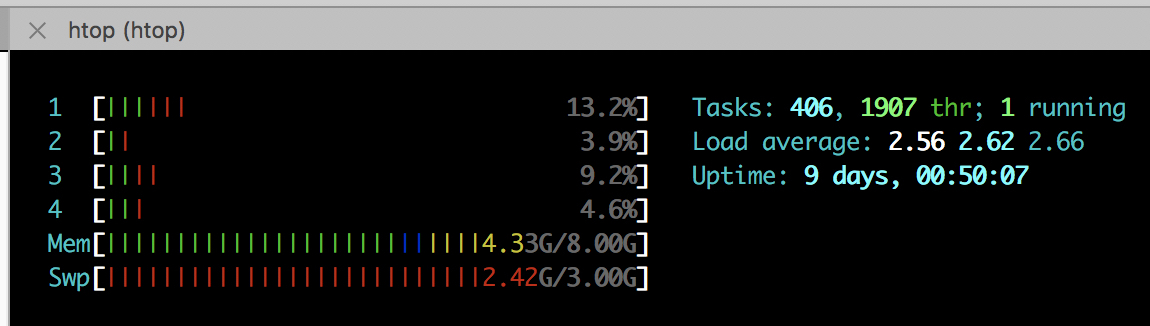
**Multiprocessing Server**

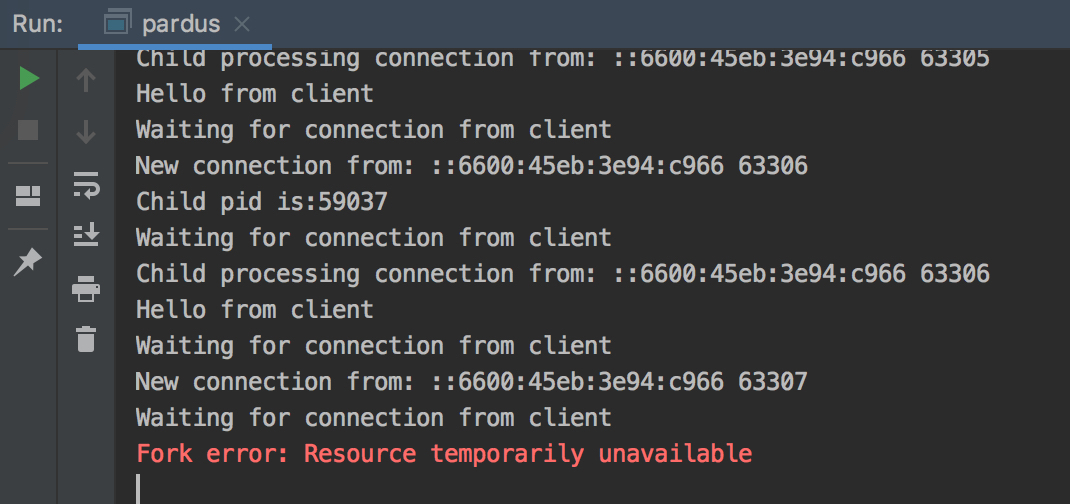
This essay is to illustrate that creating too many subprocesses really creates some troubles. In the multi-process version of server, we spawn one new child process for newly accepted connection. We run out system resources, and the server is in deny of service state.

**Before client connection**

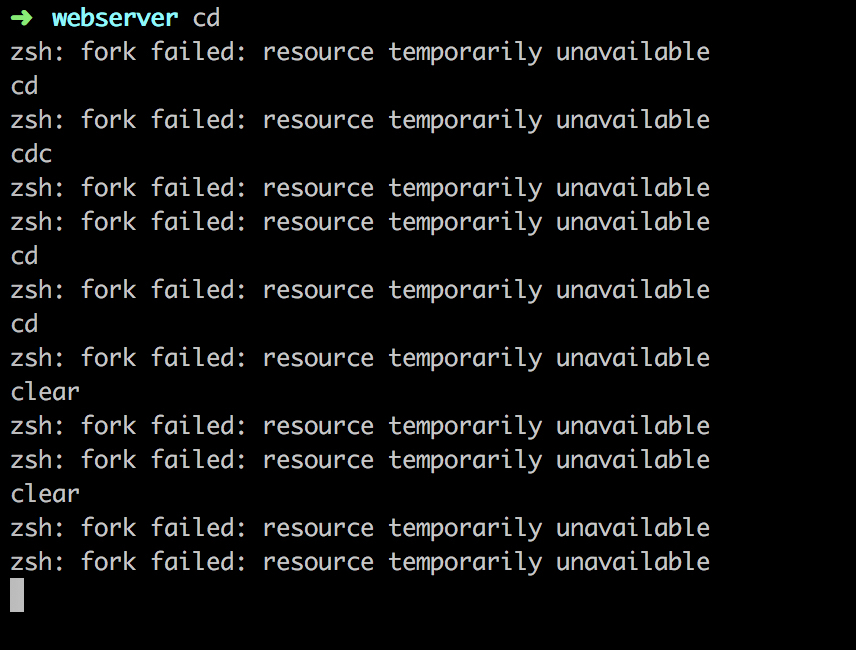




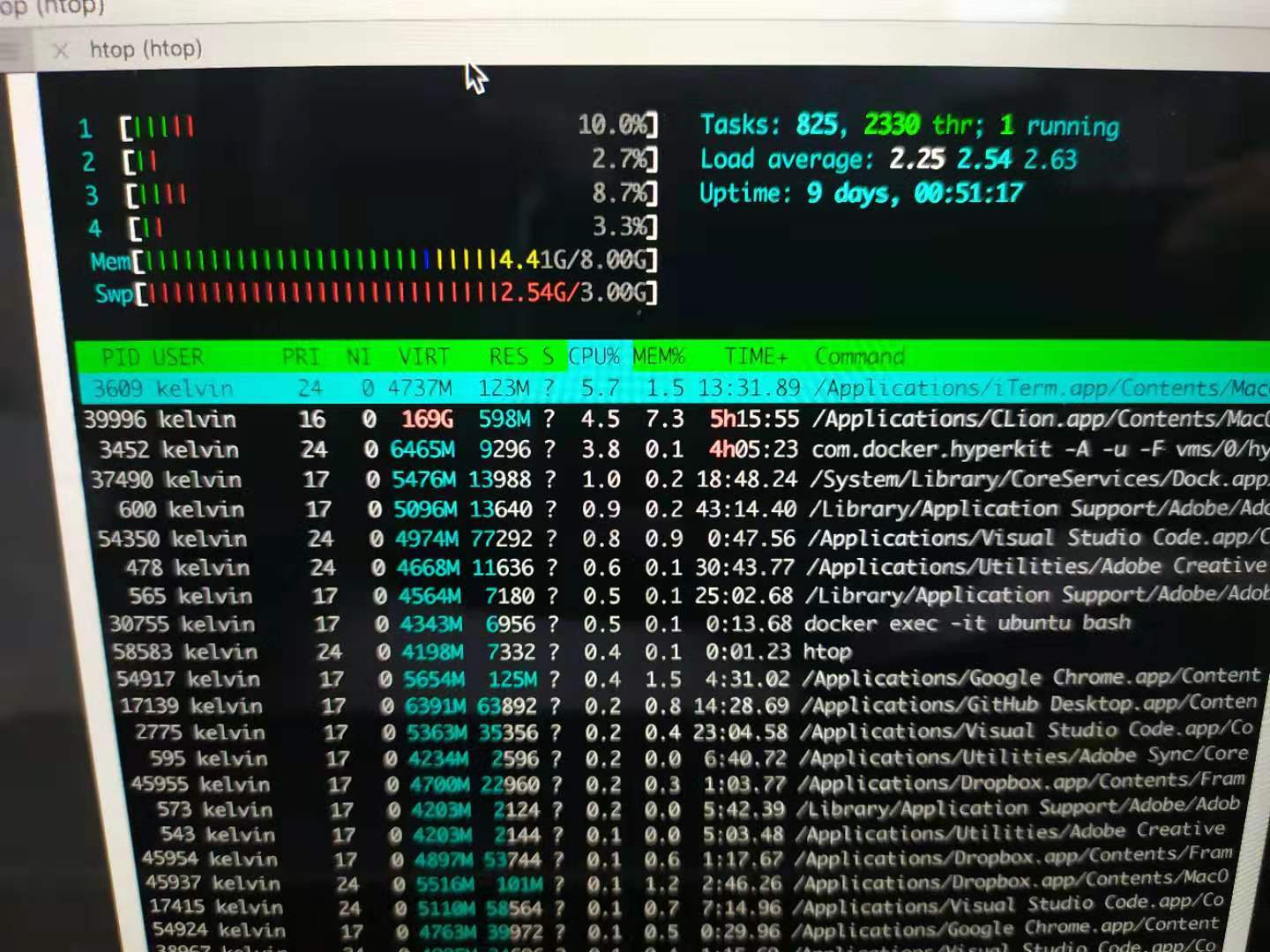
**Client issue many connection**



**Server output**



**Terminal denying service**

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**Server spawn 400+ subprocess**