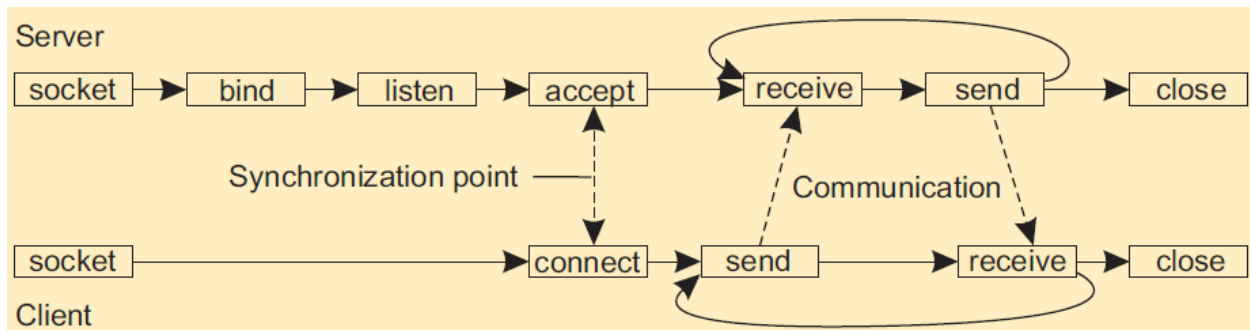Socket generally works in the following way as shown in the figure.

If we actually adopt this working flow of socket on a real server receiving clients' requests, what is the problem? Can you propose an idea to solve the problem?

Answer:

If this is a real server, it must be able to accept multiple clients' requests. However, this working flow only works for one client. This is because when the server passes the accept function, it is busy with receiving and sending data from/to the client, so that it cannot run accept function again for other clients.

In order to solve the problem, we need to make sure the server can accept other clients' request while doing I/O with one client. We can consider concurrency (such as multithread) as a solution.