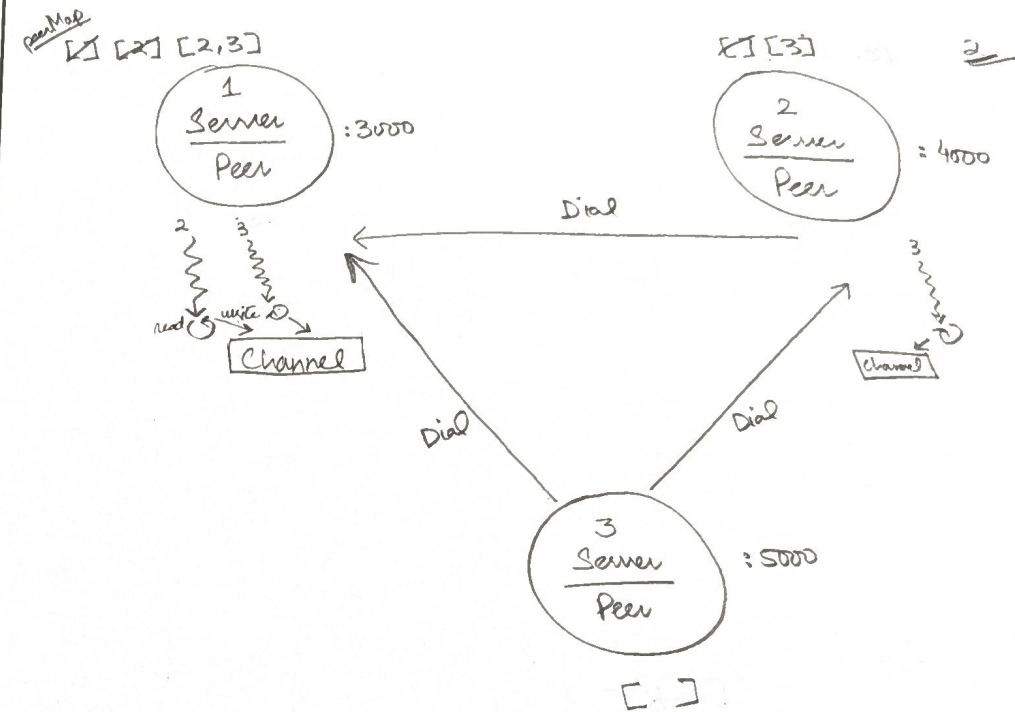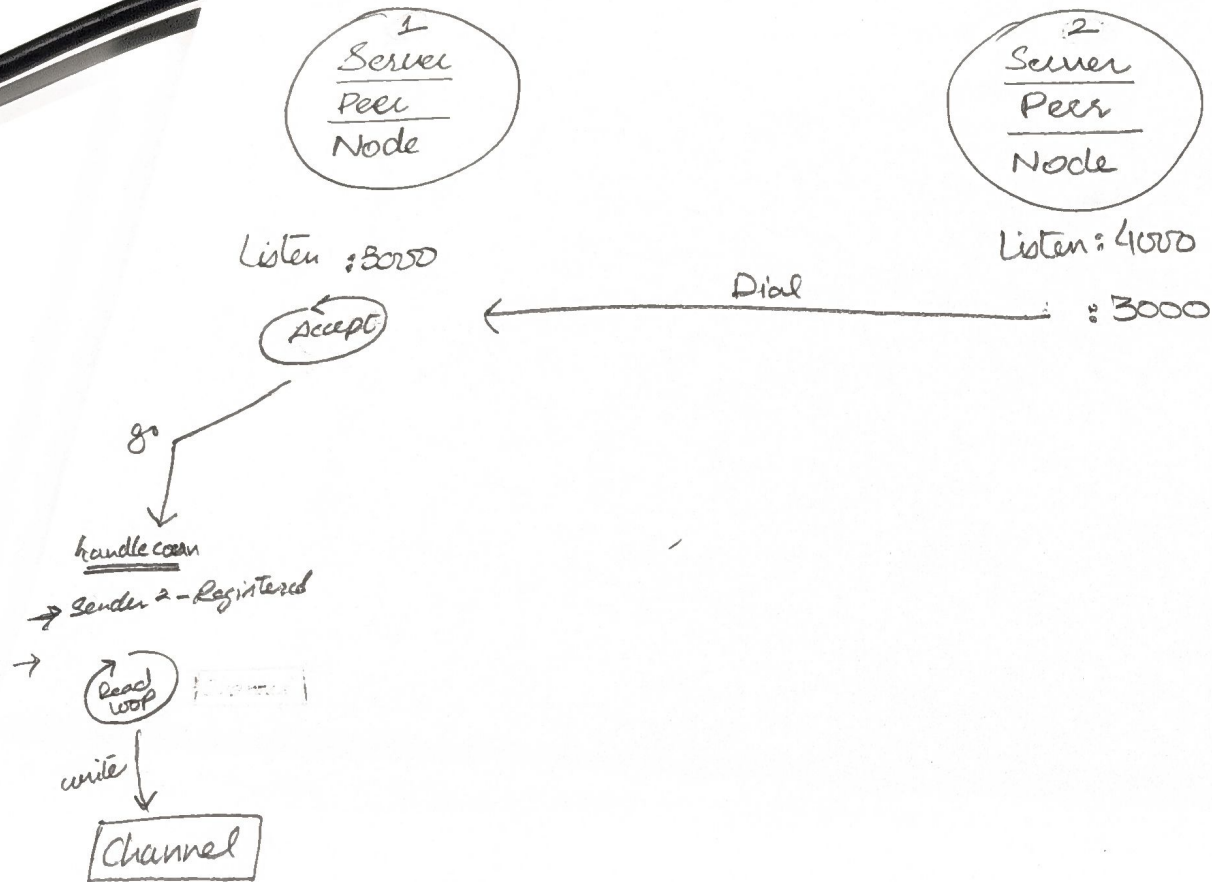• 3.2: AcceptLoop (TCPTransport) made go routine, the telnet connection within tpc message,
read in the server using TCPTransport read unbuffered channel
• 3.3: Setup a DialUp inside server, to which use by providing the list of peer/nodes to which we can dial –
currently we are connecting to server – also eliminate the use of telnet manually
• 3.4: Create a connectedPeerMap on the Server, so we will add newly created peer (conn) - maintain a list
which peer are connected to server

MacBook Air

Left diagram:

1 Server Peer Node — Listen : 3000

2 Server Peer Node — Listen : 4000

Dial → : 3000

Accept
go → handle conn
→ Sender 2 - Registered
Read Loop → write → Channel

Right diagram:

peerMap [1] [2] [2,3]   [1] [3]

1 Server Peer : 3000
2 Server Peer : 4000
3 Server Peer : 5000

Dial

read   write ① Channel
Channel

[ ]

→ Currently who is accepting the connection, is basically
updating his peerMap of connected peer. But the
other nodes that are dialing, doesn't have the
Updated Map of Peers ←

I think this need to be fix because then
only one server can broadcast but other
don't.