RTA SERVER FlowChart Part 1
Make the Server Ready

```
┌─────────────────────────┐
│   Main Window           │
│   Initializes Components│
└─────────────────────────┘
            │
            ▼
┌─────────────────────────┐
│ Hit Start Streaming     │
│ Button triggers         │
│ Start_Button_Click event│
└─────────────────────────┘
            │
            ▼
         Button
         Clicked?
```

- No → Create an ImageStreamingServer object
- Yes → Show error message telling that server is already running

- Inside ImageStreamingServer Constructor, we use Screen.SnapShots() function
- Inside SnapShots functions, we fix ratio, use bitmap and graphics library to prepare source and destination image
- Image source from SnapShots is used in the overloaded constructor to initialize client list, Image Source, threads, and interval
- Server starts with random port which is obtained from the helper class's getAvailablePort() Function
- Finally Server starts with safe port
- Sets port number, creates thread using the void Serverthread()
- In ServerThread, server Socket is created, bound with ip and port, threadPoolQueue is created for client threads
- Server is ready, now it is time to serve the clients in the second flow chart
- RTA SERVER FlowChart Part 2 Feed the Clients