

The code step by step:

1. Importing the socket module, which provides access to the BSD socket interface.
2. Defining host and port for the server to listen on (127.0.0.1 and port 8888, respectively).
3. Getting the total number of clients from user input.
4. Creating a socket object (sock) using IPv4 addressing (socket.AF_INET) and TCP protocol (socket.SOCK_STREAM), then binding it to the specified host and port.
5. Putting the socket in listening mode and specifying the maximum number of queued connections (totalclient).
6. Initiating connections with clients in a loop, accepting connections with sock.accept() and appending them to the connections list.
7. Receiving data from each client and writing it to a new file on the server.
8. Closing the connections with all clients.
9. The script assumes that the clients are sending files. It receives the data and saves it as a file with a unique name (output0.txt, output1.txt, and so on).