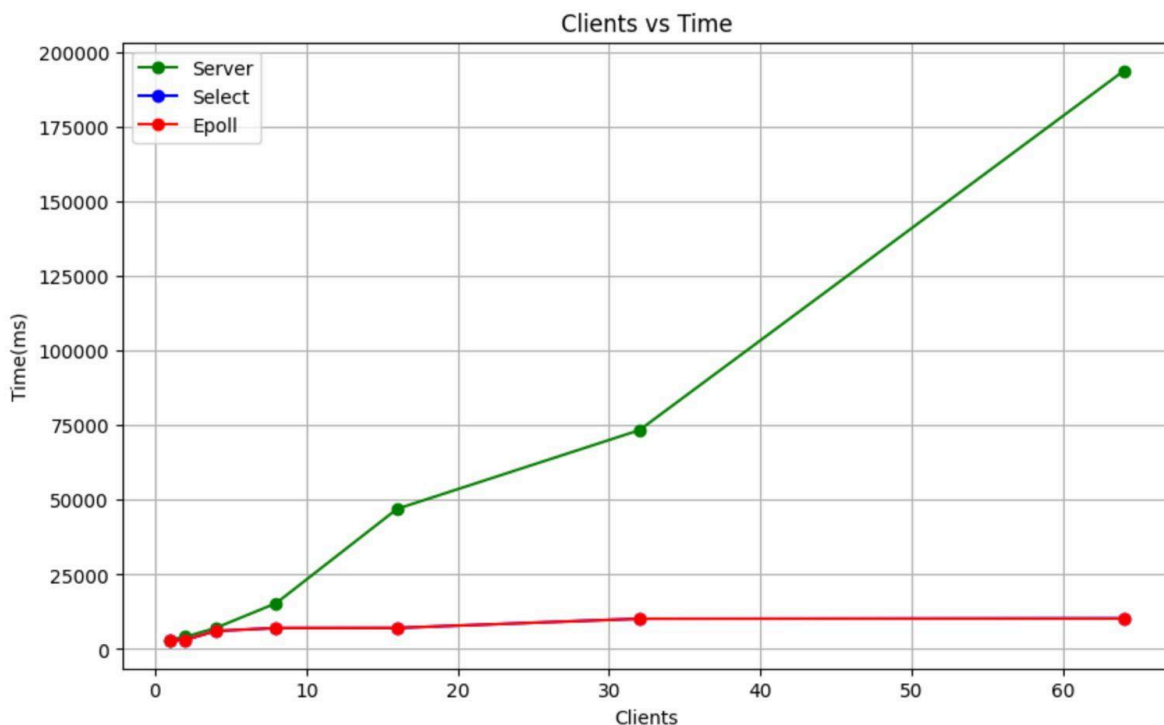While running the code on a Linux system, the server quietly drops packets instead of sending back an ECONNREFUSED error to the client. This causes connection timeouts. I've set the backlog queue limit to 5.

In the kserver.c program, the server runs into trouble after accepting 7 connections, and any new clients trying to connect face timeout errors. For kserver_select.c, the issue shows up after 1180 connections, where some clients also get timeouts. Similarly, in kserver_epoll.c, the server starts failing after 2380 connections, resulting in timeouts for a few clients.

When I add a sleep(30) delay after each accepted connection, the server still handles only 7 connections, and other clients are left waiting with timeout errors.

Number of clients vs time taken for server.c, server_select.c, server_epoll.c running as server. Note that server_select.c and server_epoll.c overlap.