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Initializer

init(address:serverName:backlog:reuseAddress:availableConnectionsDelegate:)

Initialize Application configuration

```
init(  
    address: BindAddress = .hostname(),  
    serverName: String? = nil,  
    backlog: Int = 256,  
    reuseAddress: Bool = true,  
    availableConnectionsDelegate: AvailableConnectionsDelegate? = nil  
)
```

Parameters

address

Bind address for server

serverName

Server name to return in “server” header

backlog

The maximum length for the queue of pending connections. If a connection request arrives with the queue full, the client may receive an error with an indication of ECONNREFUSE

reuseAddress

Allows socket to be bound to an address that is already in use.

availableConnectionsDelegate

Object deciding on when we should accept new connection. Use MaximumAvailableConnections to set the maximum allowed connections.
