

## Your Task

**Pending**[Share Feedback](#)**EASY**

In this stage, you'll add support for concurrent connections.

## Tests

The tester will execute your program like this:

```
$ ./your_program.sh
```













Then, the tester will create multiple concurrent TCP connections to your server. (The exact number of connections is determined at random.) After that, the tester will send a single `GET` request through each of the connections.

```
$ (sleep 3 && printf "GET / HTTP/1.1\r\n\r\n") | nc localhost 4221 &  
$ (sleep 3 && printf "GET / HTTP/1.1\r\n\r\n") | nc localhost 4221 &  
$ (sleep 3 && printf "GET / HTTP/1.1\r\n\r\n") | nc localhost 4221 &
```

Your server must respond to each request with the following response:

```
HTTP/1.1 200 OK\r\n\r\n
```

## RECENT ATTEMPTS 11

	alex-ev...	<input type="text"/>
	glenn...	<input type="text"/>
	adama...	<input type="text"/>
	vhfmag	<input type="text"/>
	lucasm...	<input type="text"/>
	DanDFav	<input type="text"/>
	adamc...	<input type="text"/>
	matthe...	<input type="text"/>
	gurugu...	<input type="text"/>
	maness...	<input type="text"/>
	tasnuval	1/11 <input type="text"/>
	Invite a friend	



Private



leaderboards are

**Tests failed.** [Show logs](#)