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Handle concurrent clients #ZU2   (Pending)

Complete previous stages to gain access to this stage.

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Your Task   (Pending)   MEDIUM

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

In addition to handling multiple commands from the same client, Redis servers are also designed to handle multiple clients at once.

To implement this, you'll need to either use threads, or, if you're feeling adventurous, an **Event Loop** (like the official Redis implementation does).

Tests

The tester will execute your program like this:

```
$ ./spawn_redis_server.sh
```

It'll then send two PING commands concurrently using two different connections:

```
# These two will be sent concurrently so that we test your server's ability
$ redis-cli PING
$ redis-cli PING
```

The tester will expect to receive two `+PONG\r\n` responses.

Ready to run tests...   [Show logs]