This program is a sample implementation of a client-server based communication architecture within a local network. Connections are based through *Sockets*.

Server
TCP Socket
Bind
Listen
Accept

Client
TCP Soket

Connect

Recv: File name
Recv:filepath
Recv:file size
Recv:data

Send: File name
Send:filepath
Send:file size
Send:data

Send MSG: File name recv
Send MSG: filepath recv
Send MSG: :file size recv
Send MSG: :data recv

Recv MSG: File name recv
Recv MSG: filepath recv
Recv MSG: :file size recv
Recv MSG: :data recv

Close the file
Close the connection

Close the file
Close the connection