

Server

socket



bind



listen



Accept



recv



send



recv



close

server creating listening
socket
same as the multihandler

Establishing Connection
three way handshake

Client sending data
server receiving data
using an infinite while loop

Server sending data
client receiving data

Client sending close
message

When we get outside the
while loop

The reverse shell



Client

socket

connect

send

recv



close

using
Tcp

