**4.4 Communication**

The communication method between client and servers, and among servers will be based on TCP sockets.

When client connects to a server, a socket will be created and first receiving authorization message from server side. After authorization, such socket will synchronize data on the client side according to the data on server side. If the normal server is failed, and client side daemon detected such failure, the client daemon will try to connect to one of the buck up server to retrieve data.

There are also sockets among servers. One server will have socket for data transferring between itself to backup servers, and other sockets for message passing to other servers.