Steven Hogenson and William Burcham

FileClient: Sends requests to FileServer class using a TCP socket. This class then receives the files and saves them in the local directory that it is in. Can receive multiple files.

void main(): Contains a while loop and if statement structure that downloads the files to its local directory. Calls printFiles() in this method.

printFiles(): This calls for the file names from FileServer, and prints the names for the user to read and decide what they want.

FileServer: Receives requests from FileClient using a TCP socket. With the request from the Client, it then sends the files to them, depending on their request. Can send multiple files.

void main(): Contains a while loop and if statement structure that writes the files to packets to be sent to the client. Calls byteStream in here

byteStream(): Is passed a file and from FileServer, and then performs the functions needed to send that file to FileClient.

sendFileNames(): This method sends the file names to FileClient so the user can read them.

invalidIn(): This method is called whenever an invalid input is sent to FileServer from FileClient. It sends the sentence: “Invalid Input” to the client.