Client Program

Server Program

Ask user to type a command

Ask user to type a file name

Send the following bytes to server:

D File Name

then shutdown the channel for writing (shutdownOutput())

Read the first byte('D') to determine what action to perform

Read the file name, delete the file if exist

Send "S" if file exists, "F" if not; then close the serveChannel

Display "operation successful" message if received "S", or "operation failed" if received "F". Then close the TCP channel.

flow chart of the **Delete** operation