Client is late and server is higher

Websocket client   **Websocket server**

on_connect

→ Hello(ip, port) →

on_hello
Accept or close

→ get_peers →

on_hello
Accept or close

on_peers

← peers ←

→ get_latest_block →

on_get_latest_block

← latest_block ←

on_latest_block
<= : send ours
= +1 : import
Event ------>
> +1 : get_blocks

→ latest_block →

→ get_blocks →

on_get_blocks

← blocks ←

on_blocks
For block in blocks:
Import block
Event ------>
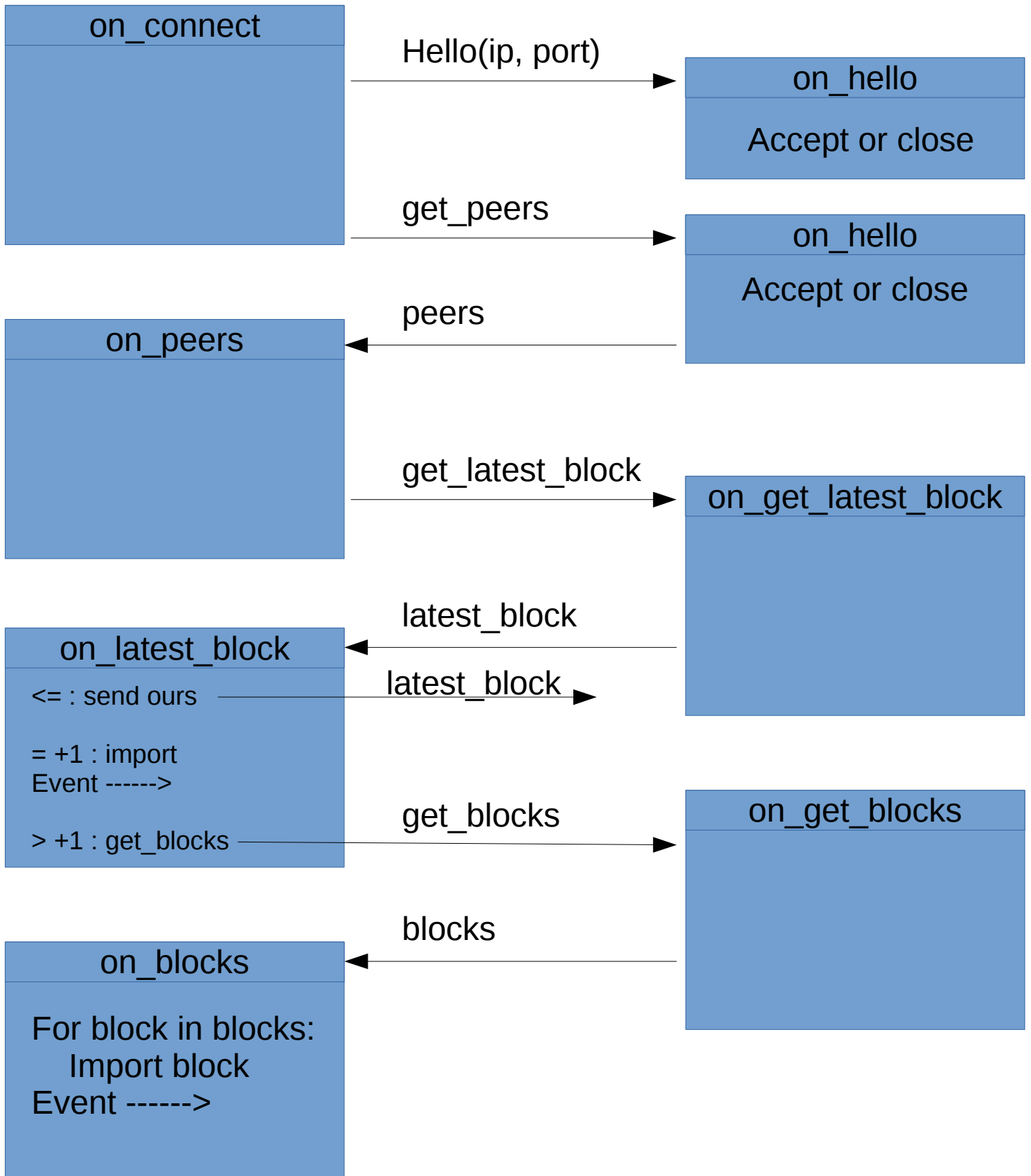
Client is higher than server

Websocket client

Event

When a block is inserted, an event is sent to all connected peers

latest_block ────────►

Websocket server

on_latest_block

<= : send ours

= +1 : import
Event ------>

> +1 : get_blocks

◄──────── get_blocks

on_get_blocks

blocks ────────►

on_blocks

For block in blocks:
    Import block
Event ------>