

Cheat sheet for arbitrary user of Server

Info

All data sent to server should be sent in packages of at most 10 bytes. All data sent should be encoded with UTF-8. Server will also send its messages encoded in UTF-8 and divided into packages of at most 10 bytes. User is given choices and selects what to do buy giving an input either of type string or type integer. The thread breaks first when the client chooses to. For more details on flow of data between server and client see the State and Format chart below or flow diagram on next page.

States	Format
Recive accountnumber:	Int: any size
Send customerinfo:	Two lines: 1 st pin code, 2 nd balance
Recive entered pin code:	Int: 4 digits Match with actual pin code
Send log in verification:	Str: True False
Recive language:	Str: '1' '2'
Send ad:	Str: "Advertisement..." max 80 signs
Recive menu choice:	Str: "(1)Balance (2)Withdrawal (3)Deposit (4)Language change (5)Exit"
<i>Evaluate choice;</i>	
<i><u>If 1 send balance:</u></i>	Int: Any number
<i><u>If 2 recive withdraw:</u></i>	Int: Any number
<i>Send new amount</i>	Int: Any number
<i><u>If 3 recive deposit:</u></i>	Int: Any number
<i><u>If 4 send anything:</u></i>	Str
<i><u>If 5 exit:</u></i>	Thread breaks

