

Concept  
A server that stores photos and a client that can request the photos, add photos and delete photos.

What does the client do?  
the client will ask what the user wants to do with the server.  
depending on what it chooses, the client will send the choice  
and the necessary information to the server.

what does the server do?  
the server will get information from the client on what to do.  
The server will be able to add new images to the server, remove  
images from the server, and add tags to images. It will also  
send back image files when requested by the client.

Possible programming languages to be used

1. Lua
  - a. OpenResty
  - b. Lapis
  - c. lua threads / lua lanes
2. C/C++
3. CSS
4. HTML
5. JS