Pseudo code:

1. **Server:**

**BEGIN**

SET PORT = 8086

SET BUFFER\_SIZE = 1024

FUNCTION handleClient(clientSocket, clientIP)

RECEIVE filename from clientSocket INTO buffer

IF error THEN

LOG error and CLOSE clientSocket

RETURN

END IF

**LOG that file is being received**

LOOP

RECEIVE data from clientSocket INTO buffer

IF data is "FILE\_START" THEN

OPEN file with the received filename FOR writing

IF error THEN

LOG error and CLOSE clientSocket

RETURN

END IF

LOOP

RECEIVE file data from clientSocket INTO buffer

IF data is "FILE\_END" THEN BREAK

WRITE data to file

END LOOP

CLOSE file and SEND acknowledgment to clientSocket

LOG success message

ELSE

LOG received message and SEND acknowledgment to clientSocket

END IF

END LOOP

CLOSE clientSocket

END FUNCTION

SETUP serverSocket and bind to PORT

IF error THEN

LOG error and RETURN

END IF

LISTEN for client connections

IF error THEN

LOG error and RETURN

END IF

LOG that the server is listening

LOOP

ACCEPT client connection

IF error THEN

LOG error and CONTINUE

END IF

START new thread to handleClient

END LOOP

CLOSE serverSocket

**END**

1. **Client:**

**BEGIN**

SET PORT = 8086

SET BUFFER\_SIZE = 1024

FUNCTION sendFile(socket, filePath)

OPEN file at filePath FOR reading

IF error THEN

LOG error and RETURN

END IF

EXTRACT filename from filePath

SEND filename to server

SEND "FILE\_START" to server

LOOP

READ file data INTO buffer

SEND buffer to server

END LOOP

SEND "FILE\_END" to server

RECEIVE acknowledgment from server and LOG it

END FUNCTION

FUNCTION sendMessage(socket, message)

SEND message to server and LOG it

RECEIVE acknowledgment from server and LOG it

END FUNCTION

SETUP connection to server on PORT

IF error THEN

LOG error and RETURN

END IF

LOOP

PROMPT for user input ("file", "message", or "exit")

IF "file" THEN

PROMPT for file path and CALL sendFile

ELSE IF "message" THEN

PROMPT for message and CALL sendMessage

ELSE IF "exit" THEN

LOG "Exiting..." and BREAK

ELSE

LOG invalid input

END IF

END LOOP

CLOSE connection to server

**END**