**Network Communication Protocols  
  
Communication devices by order:** Arduino, Raspberry Pi and the Server.

Arduino to Raspberry Pi Protocols:

Send to Raspberry Pi the seats:  
S – Sending data.  
L1 – Length of amount of chairs -> Length (Amount of chairs)  
A – Status of every seat. 0 or 1.  
L2 – Length of responsible line.  
R – Responsible line -> Line number.

String summary: S;L1;A;L2;R . Example: S;1;1;2;10 (S, one seat, seat 1, 1 chars of data, line number 10)  
  
Example:  
S;5;01011;2;10

Raspberry Pi to Server Protocols:  
  
Send to the Server the data:  
u – update (seats).  
c – close (socket).  
  
Server to Raspberry Pi Protocols:

r – received ( when the pi sends data to server, returns ‘r’, for ack. If RPI doesn’t get ‘r’, doesn’t continue )

Client to Server Protocols:  
  
c – close (socket).  
g – get (seats).