client accepts input for commands

client also needs to be able to listen for results from server

\* could maintain open connection in another thread that connects immediately instead of each time for sending/receiving results

client

thread 1

\* accept/parse commands, send to server

thread 2

\* listen for port knocks, on receipt of port knocks, open relevant port on firewall, listen for results

server

create result queue

listen for connection

create result sending thread

create file watch thread, may not actually need it but w/e

while client is connected

parse command

if it's a shell command

execute synchronously

push result object onto result queue

if it's a watch command

watch command contains

\* path

\* whether path is a file or directory (path up to directory must exist)