Andrew Everage-Scheible

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| commands | User | Client | Server |
| Initialize file | initialize [file\_dir] | Creates an Object that stores the name and the files data | Creates an Object that stores the name and the files data |
| Upload | upload [file\_name] | Sends the server 'u -[file\_name]' with the name being drawn from the Object/  If y  Send and data  If n tell client upload canceled | Create a Object of the same class the client creates, stores the name in the object, and then asks  Can upload being sent as y/n  Attach data to Object  Run save command. |
| Save | Client cannot input this command | Using a Object, saves the data in it as the name stored in it | Using a Object, saves the data in it as the name stored in it  Takes name and appends to local CSV file as ‘[file\_name\n]’ |
| Download | download [file\_name] | Send the server ‘d -[file\_name]’  With the name as string  If y approve download  If n alert user to file not found  Use save command on file object | Checks for file with name, sent as y/n  Initialize [file\_dir]  Sends ‘d -[file\_name object] |
| Rename | rename [file\_name] | Run initialize to create an object that stores the name. Send the server ‘r – [object\_name] [file\_name]’  Use save command on new object using data from the original  Use delete command to remove old file | Create object storing the new object’s name  Use save command on new object using the original’s data  Use delete command to remove old file |
| Delete | delete [file\_name] | Send server ‘d – [file\_name]’ with the object’s name  If y, approve deletion and remove file from file system  If n, tell user ‘file not found’ | Checks for file with name send client ‘y’, or ‘n’  If y, remove file from file system |
| List | list | Send server ‘l’  Receive string and print to user | Send client a formatted string with text from locally stored CSV |