| 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 |
| 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 the |  |
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