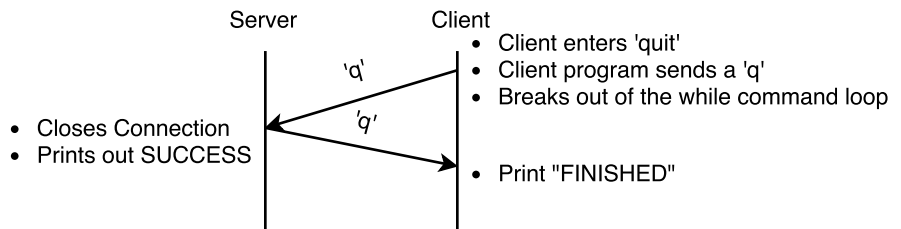


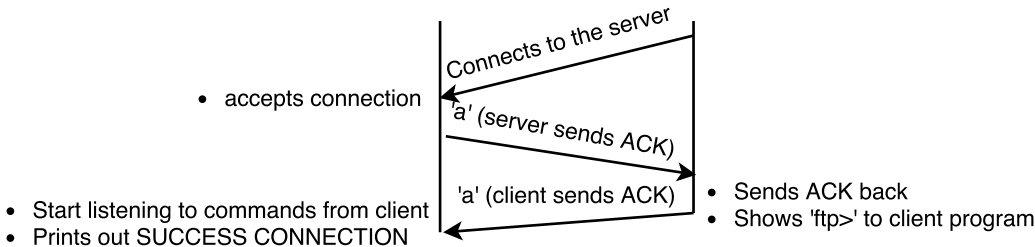
Server port : 5021
File Transfer port: 5020
Client port = random

Quit scenario



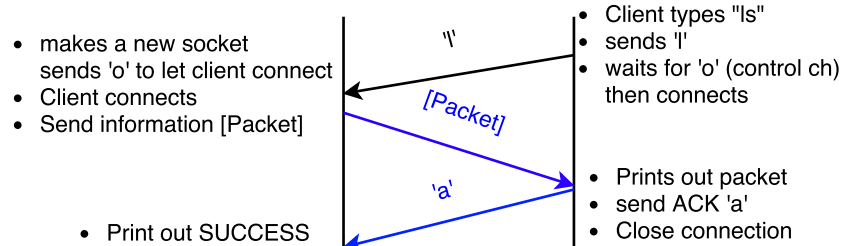
Initial Connection:

Server Client



Is command scenario

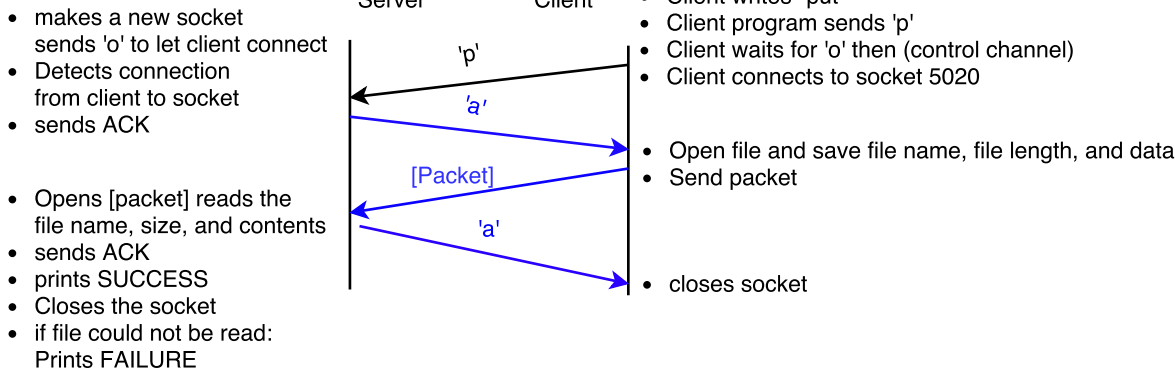
Server Client



[Packet] = [data length (10 bytes) | data]

PUT scenario

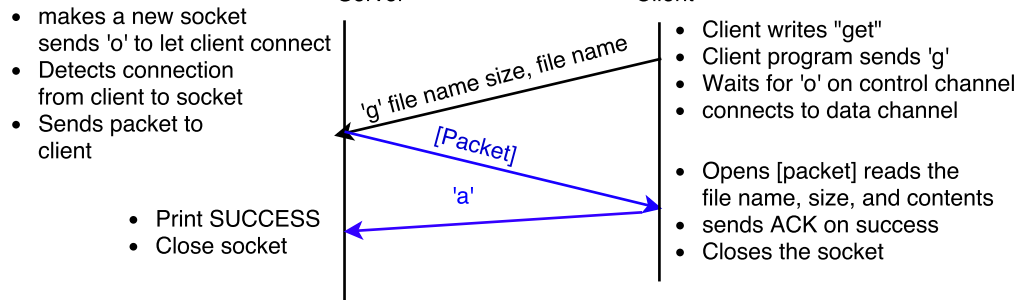
Server Client



[Packet] = [file name size (10 bytes) | file name | file size (10 bytes) | data]

GET scenario

Server Client

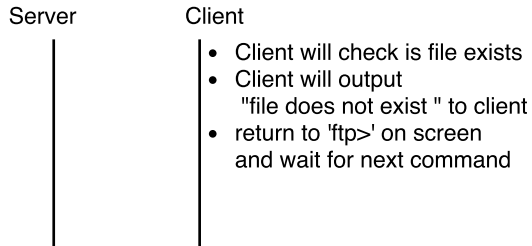


[Packet] = [a | file name size (10 bytes) | file name | file size (10 bytes) | data]

Error Checking:

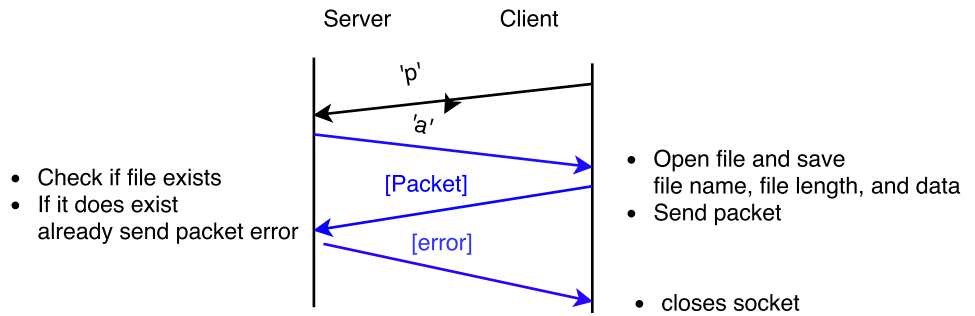
If file does not exist on client side

PUT scenario



If file already exists on server

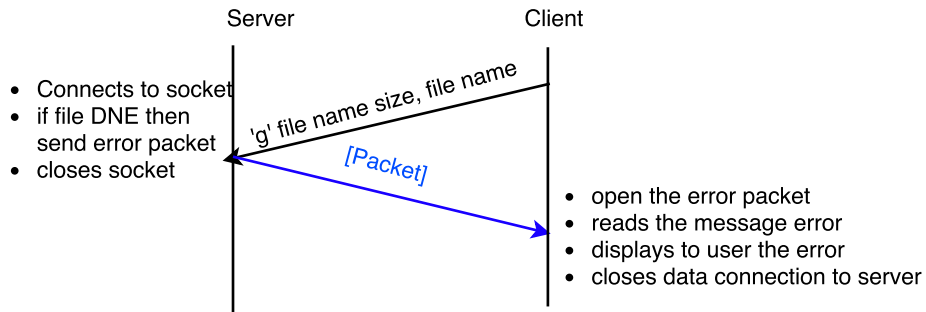
PUT scenario



[Packet] = [e | msgsize (10 bytes) | error message]

If file does not exist on server side

GET scenario



[Packet] = [e | msgsize (10 bytes) | error message]