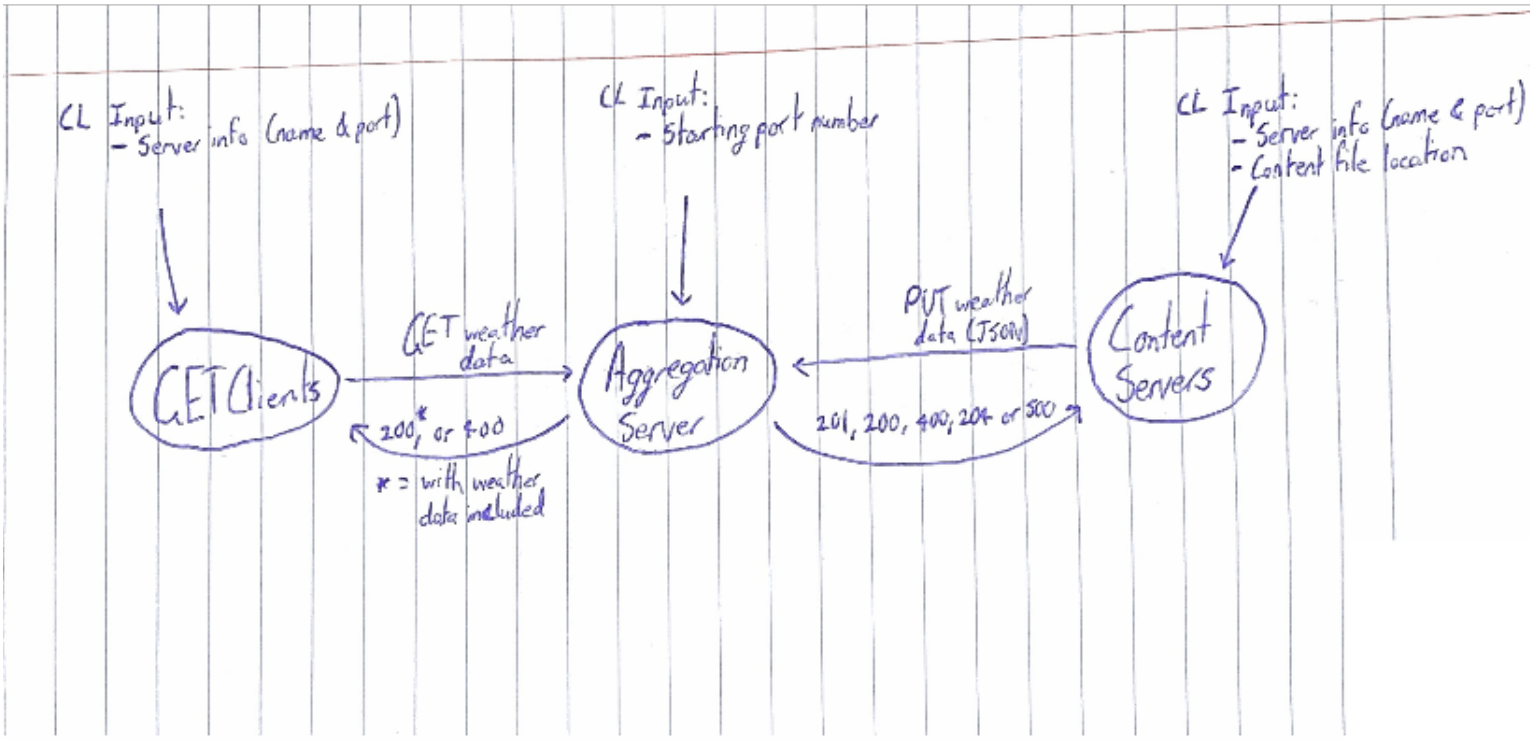
Client GET Request:
- Client sends request to Aggregation Server with its own Lamport clock time
- Server stores the request
- When server is ready to respond to this request (based on Lamport clock ordered time):
  - If client sent GET request: server responds 200, with JSON-formatted weather data in response body and latest Lamport clock time.
  - Else: server responds 400, with latest Lamport clock time.
- Client strips JSON formatting and displays data one line at a time

Content server PUT request:
- Content server sends request with Lamport clock time and JSON-formatted weather data
- Server stores the request and the data immediately (to recover in the event of a crash)
- When server is ready to respond to this request:
  - If it isn't PUT request, respond 400
  - If the PUT request has an empty body, respond 204.
  - Server validates JSON data:
    - If invalid format, respond 400.
    - If valid format:
      - And it's first receive from this content server, send 201
      - Else send 200.
- Server stores the new data, and deletes oldest entry if it now has more than 20.



Aggregation server data retention details:

- Deletes entries that are:
  - Older than 20 entries
  - From a content server that hasn't sent anything in the last 30 seconds
- Maintains the entries in JSON form, using the ID to know which content server it came from and Lamport clock time to determine order of recency.
- Will always send the most recent stored data to a client's GET request