Use Case Name	Write to Server	
Brief Description	User can write a file from the host to the server.	
Precondition	Server is running.	
Primary Actor	File Transfer System user	
Secondary Actor	None	
Dependencies to other use cases	None	
Basic flow	Steps	
	1	User inputs request type “write” into Client UI.
	2	User inputs file path into Client UI.
	3	User inputs data type “octet” or “netascii” into Client UI.
	4	User inputs output mode “quiet” or “verbose” into Client UI.
	5	User inputs mode “normal” or “test” into Client UI.
	6	Client creates WREQ packet and sends it to the Server
	7	Server receives packet, parses WREQ, and spawns new ServerThread
	8	ServerThread creates an ACK packet and sends it to the client.
	9	Client receives ACK packet.
	10	DO: Client creates DATA packet. Client sends packet to ServerThread. ServerThread receives DATA packet. ServerThread creates ACK packet. ServerThread sends packet to Client. Client receives ACK packet. LOOP UNTIL: size of DATA packet data < 512 bytes
	11	UI prompts user for next input.

Use Case Name	Read from Server	
Brief Description	User can read a file from the server.	
Precondition	Server is running.	
Primary Actor	File Transfer System user	
Secondary Actor	None	
Dependencies to other use cases	None	
Basic flow	Steps	
	1	User inputs request type “read” into Client UI.
	2	User inputs file path into Client UI.
	3	User inputs data type “octet” or “netascii” into Client UI.
	4	User inputs output mode “quiet” or “verbose” into Client UI.
	5	User inputs mode “normal” or “test” into Client UI.
	6	Client creates RREQ packet and sends it to the Server
	7	Server receives packet, parses RREQ, and spawns new ServerThread
	8	DO: ServerThread creates DATA packet. ServerThread sends packet to Client. Client receives DATA packet. Client creates ACK packet. Client sends packet to ServerThread. ServerThread receives ACK packet. LOOP UNTIL: size of DATA packet data < 512 bytes
	9	Client UI prompts user for next input.