

Cheat sheet for arbitrary user of Server

Info

All data sent to server should be sent in packages of at most 10 bytes. All data sent should be encoded with UTF-8. Server will also send its messages encoded in UTF-8 and divided into packages of at most 10 bytes. Server implements a timeout for all connected clients for 120 seconds. After that amount of time client's connection will be closed. For more details on flow of data between server and client see the State and Format chart below or flow diagram on next page.

States	Format
Recive language:	String: e s
<i>Recive log in details;</i>	
Card numner:	Int: 4 digits
Pin code:	Int: 4 digits
Send log in verification:	Str: True False
Send greeting:	Str: "Welcome..."
Send ad:	Str: "Advertisement..."
Send menu:	Str: "(1)Balance (2)Withdrawal (3)Deposit (4)Exit/Lang"
Recive menu option:	Str: 1 2 2 4
Send balance:	Int: Any number
Send amount request:	Str: "Enter amount: "
Recive amount:	Int: Any number
Send pin requezt:	Str: "Enter your PIN: "
Recive pin:	Int: 2 digits
Send pin verification:	Str: True False
Send exit menu:	Str: "(1) End session (2) Change language: "
Recive exit option:	Int: 1 2

