

What happens in your implementation if, during a PUT with a `Content-Length`, the connection was closed, ending the communication early?

- My server only receives a part of the file or gets the wrong content. For example, if the local file is 100,000 lines, the file received in my server directory is only 50,000 lines. Or I might receive random ASCII characters

This extra concern was not present in your implementation of `dog`. Why not? Hint: this is an example of complexity being added by an extension of requirements (in this case, data transfer over a network).

- This was not a concern when I was implementing `dog` because I did everything from the same program and directory. Everything was done in “real-time,” there was no waiting for a client or server. Now with this assignment, I have to wait until the file is finished saving in my server directory. If I close the connection, only part or incorrect content is received.