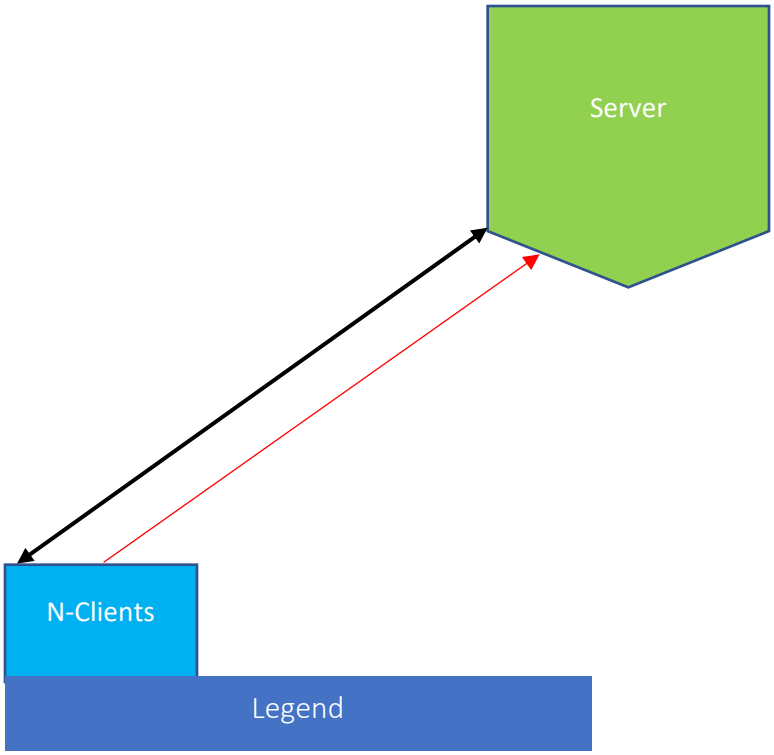
Diagram of ParentMonitor Program (Connections)



Explanation

The above diagram and legend illustrates how the Server and Client communicate with one another, however this diagram alone does not show the whole picture of what's going on. Here "Server" and "Client" refer the server and client-side applications, respectively.

When the Server starts up initially it has no connections to any Client, it must directly connect to a Client by entering the Client's IPv4 Address. A waiting Client immediately accepts this incoming connection from the Server and the Server's user can now effectively monitor that Client's user.

The Server and Client primarily communicate with each other via the TEXT COMMUNICATION SOCKET, enabling features such as 2-way chat and shutdown notification. On this socket, only text is sent back and forth between a Server and N-Clients.

- When the Server shuts down, all Clients connected to it are informed of the shutdown, and will be terminated on their end after Client's user closes the notification dialog.

- When a Client shuts down, the Server automatically records the exact time of the Client's shutdown and cleans up all system resources (Threads, Info Panels, Streams) that were used to spy and communicate with the Client. Captured screenshots are always saved however.

For a live screenshot feed from a Client, the Server uses the IMAGE SENDER SOCKET, which is primarily a one-way connection (as indicated by the diagram). When the Server requests a screenshot from a Client, the Server notifies the Client by a specific text message, and the Client promptly sends a screenshot image to the Server. Additionally, the Server's user can also decide to pause the live screenshot feed.