Turtle Graphics Protocol

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Format

The following is the description detailing the protocol used in this project when communicating with the server. The convention for telling the server it's the end of a laine is ":)" and the commands used to draw on the whiteboard are:

N = North
S= South
E = East
W= West
Direction = {N, S, E, W}
length = integer between 0-10
U = Up
D = Down
isDrawing = {U, D}

Direction length isDrawing

The client's socket will not be kept open, thus it will be a non-persistent connection. After a batch of commands are sent from the client to the server the socket will be closed .

Examples

N10D
Here the message contains N for north, 10 for the length, and D to signal that the pen is down. Meaning that the server will draw a line to the north of length 10.

S10U
Here the message contains S for south, 10 for the length, and U to signal that the pen is up. Meaning that the server will move the "pen" to 10 lengths south, but will NOT draw because the "pen" is up.