## First Case:

### Client chooses to update

#### Server:

#### Client:

# **Second Case:**

### Client chooses not to update

#### Server:

### Client:

# **Third Case:**

# Input is random, i.e not Y or N:

#### Server:

```
PS C:\Users\River\Desktop\Code\projects\Languages\Java\Project1_470> javac Server.java
PS C:\Users\River\Desktop\Code\projects\Languages\Java\Project1_470> java Server

======Server Start======

Server up and waiting for client...
Client accepted at IP and port: /127.0.0.1:55165
Awaiting Client decision on updating Software...
Client entered an option that was not Y or N, please run again

======Server End========

PS C:\Users\River\Desktop\Code\projects\Languages\Java\Project1_470> [
```

#### Client:

# **Fourth Case:**

**Server Not started before client tries to connect:** 

```
MINGW64:/c/Users/River/Desktop/Code/projects/Languages/Java/Project1_470 — X

River@DESKTOP-FTFODOV MINGW64 ~/Desktop/Code/projects/Languages/Java/Project1_470 (master)
$ java Client

------Client Start------

You need to start the server before attempting to connect the client

River@DESKTOP-FTFODOV MINGW64 ~/Desktop/Code/projects/Languages/Java/Project1_470 (master)
$ |
```