

Server-

When connecting to the server it sends over the listening port of the client that is contacting it. The server will then store the information IP/Port of the connecting user. One at a time when connections are made the server will pass the previous users information to the next to start the formation of the ring. On the last user connection, it will use the stored first IP/port to send the last user's information.

Peer/Exiting-

The peer talk using three keywords: join, exit, and token. When token is received the client then knows it has the token and can make changes to the shared file. When join is received, it knows that a new peer is joining directly to the ring therefore it passes it the next peers information and the current peer will talk to the new peer. This can happen without blocking the user from doing input. When exit is received, the program will expect two things from the client. The IP and the port of the of the user they are currently sending packets to. This is so the current client will connect to the exiting client's connection.