Server Classes:

Server:

Contains main method.

ExitManager:

Allows the server to exit cleanly.

ServerRunnable:

Listens for requests from clients on its own thread, and sends responses.

Has a while loop that acts as a single state machine with the getRequest() function listening for events.

When getRequest() function receives data on a socket it sends the request to the serveRequest() function. If the data is in the form “SEND [path]” serveRequest() treats it as a “rdt\_send(data)” event, and constructs a Message, response, with the file described by path, which is like “packet=make\_pkt(data)”. Finally it calls response.sendMessage() which is like “udt\_send(data)”.

Request:

Contains information about clients’ requests.

Message:

Manages packetizing data and sending it.

Client’s Classes

Client:

Creates the client processes which sends the message “hello server” in packets

Response (in Server.java):

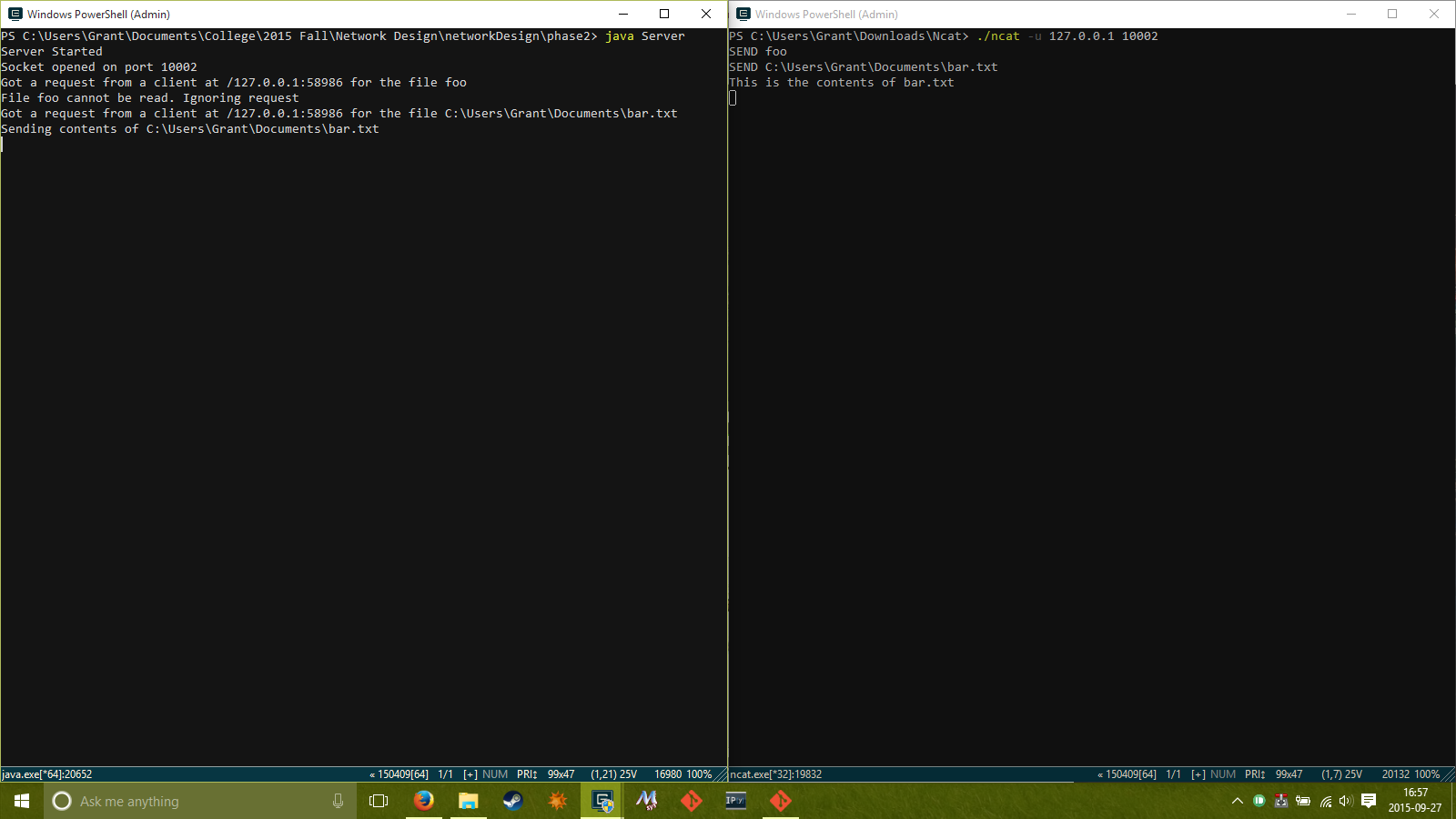
Contains information about server’s response.

getResponse:

Reads the response from the Server and formats it correctly.

Working Case

**Server Process**



**Client Process**

