Client rpi

Server rpi

Create a socket for the network

Create a socket for the network

Bind the socket to a local address

listen() enable accepting connections

Connect the socket to a host

accept the connection and receive a new socket

Send() and Receive() data between client and server

⟷

Send() and Receive() data between client and server

Both closing afterwards

The client-server model is often used to distribute workloads and tasks among many servers. The server provides certain service to one or many clients, and client communicates with the server when there is certain task that needs to be done. However, in our case, there is only one client and one server, so they only interact with each other (sending motor positions) using this network protocol.