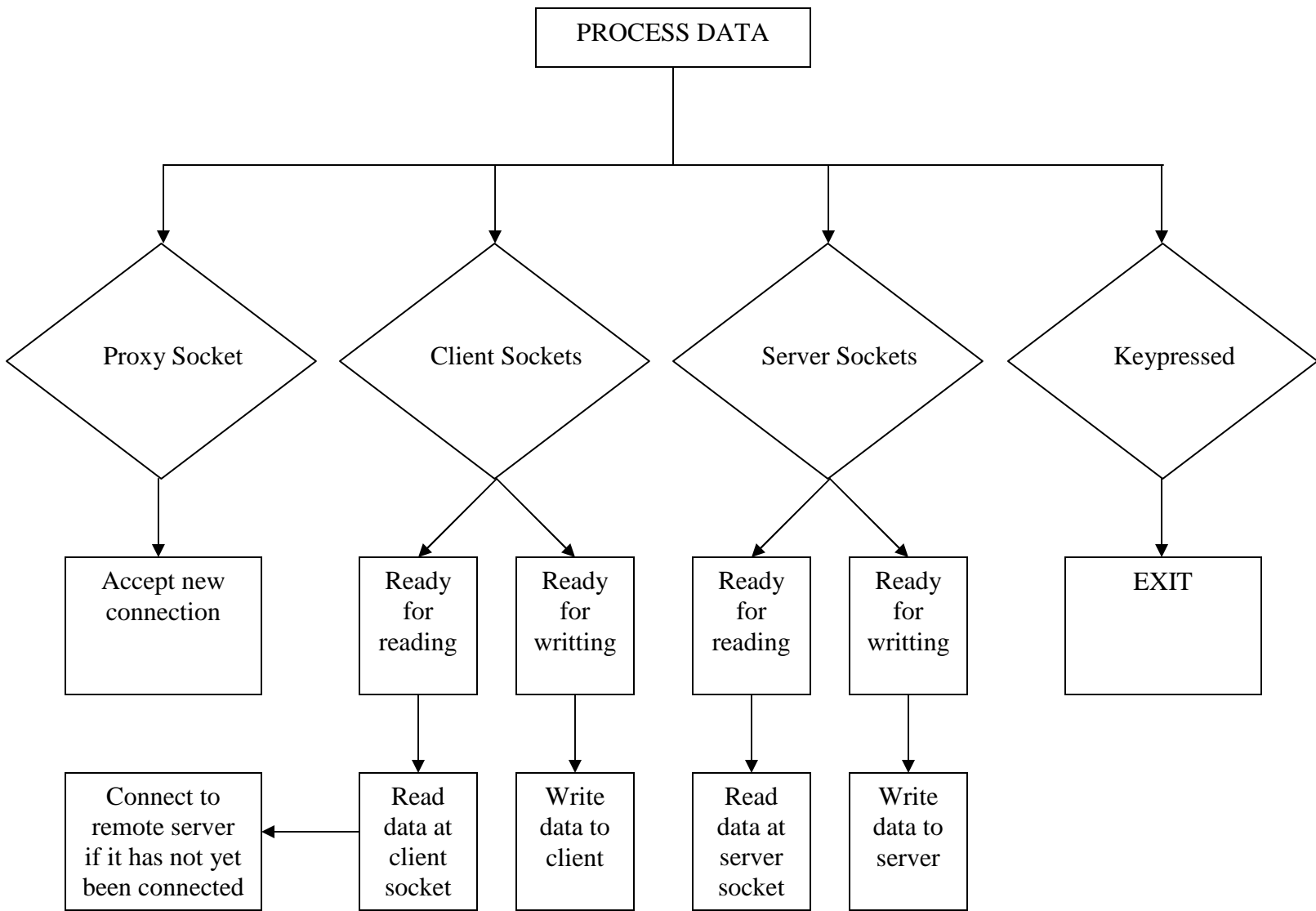


Client is ok for reading: `Client_Buffer_available < BUF_SIZE`

Client is ok for writing: `Server_Buffer_available - Server_Buffer_written > 0`

Server is ok for reading: `Server_Buffer_available < BUF_SIZE`

Server is ok for writing: `Client_Buffer_available - Client_Buffer_written > 0`



Read data at client socket: `r = read(client, cBuf + cBuf_avail, BUF_SIZE - cBuf_avail);
cBuf_avail = cBuf_avail + r;`

Write data to server socket: `w = write(server, cBuf + cBuf_written, cBuf_avail - cBuf_written);
cBuf_written = cBuf_written + w;`

Read data at server socket: `r = read(server, sBuf + sBuf_avail, BUF_SIZE - sBuf_avail);
sBuf_avail = sBuf_avail + r;`

Write data to client socket: `w = write(client, sBuf + sBuf_written, sBuf_avail - sBuf_written);
sBuf_written = sBuf_written + w;`

Connect to remote server: **This server is maybe a http server or another proxy.
Before connecting, the request will be applied by a http filter**