Het Sushi-applicatieprotocol

Het applicatieprotocol dat is opgesteld voor de opdracht tussen de 2 clients van het Red-team en het Rob/Bryan-team wordt het Sushi protocol genoemd. Het Sushi (Standard Uniform Staging Highway Interface) applicatieprotocol zorgt voor de communnicatie tussen de client en de server.

Waar moet het Sushi-applicaiteprotocol aan voldoen

Request: STATUS

Response: checksum of all files currently on server

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Functie 2.1: Read -> client.jar -verify \$DIR

Request: SYNC

Response: list of all files (filenames) and individual checksums

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Functie 2.2: Read -> client.jar -list \$DIR

Request: RETRIEVE file(filename)

Response: filename ; filesize ; checksum

Functie 2.3: Read -> client.jar -fetch \$DIR

Functie 5: Read -> client.jar -fetch \$FILE

Request: UPLOAD Response: ???

Functie 1: Create/Update -> client.jar -make-dir \$DIR

Functie 4: Create/Update -> client.jar -backup \$LOCAL_FILE:REMOTE_DIR

Request: DELETE Response: ???

Functie 3: Delete -> client.jar -remove \$DIR

Functie 6: Delete -> client.jar -remove \$FILE

Crab Roll Seaweed Daikon

Legenda

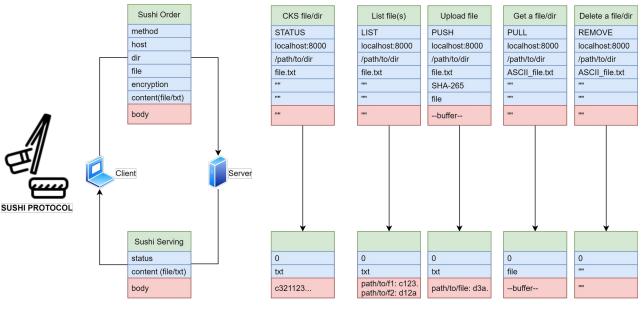
Order -> request: IP: port

Serving -> command: status, sync, retrieve, delete, upload

response headers: status 200/400/500 request header: method, encryption, path

body: data stream only support utf8

Visualisatie van het sushi-protocol



| Order Methods | | |
|---------------|---------------------------------|--|
| STATUS | gets checksum of file(s) | |
| LIST | list file(s) | |
| PUSH | Creates a file on the server | |
| PULL | Retrieve a file from the server | |
| REMOVE | Deletes a file from the server | |

| Servicing Statuses | |
|--------------------|-------------------|
| 0 | ок |
| 1 | INVALID |
| 2 | PERMISSION_DENIED |
| 3 | ABORTED |
| 4 | DATA_LOSS |
| 5 | NOT_IMPLEMENTED |
| 6 | EXISTS |
| 7 | SERVER_ERROR |
| 8 | NOT_FOUND |

Validations

Wrappers UTF-8
File Type BINARY