# Communication and Protocol Specifications

The client initiates a request by sending a HTTP GET request. The server will then respond.

Pin authentication Example:

Client generates an Authentication header that includes the encoded pin. It then sends it to the server as a GET request to the following URL: <http://handset.api.esd.jdibble.biz/api/handset/authenticate>

The server will then respond to the handset with a status code to acknowledge the request. The handset will then remain in the authentication state until it has been accepted by the server. Alternatively, if the request was accepted, it can progress to the next state.

**Status codes from server**

401 – Unauthorised, The handset will remain in the authentication state.

403 – Forbidden, The handset will remain in the authentication state.

200 – OK, The handset will progress and is now able to request an audio track.