HTTP – Our server only supports the GET option for client requests. The server can send HTML files as well as .jpg images. A typical request / response cycle is as follows:

* Client browser connects using host IP (localhost for this project) and the route for the asset requested.
* Server responds by sending either status code 404 and a simple error page for an asset that does not exist, or status code 200 for an asset that exists, with the necessary headers for content type and a body containing the requested asset.

TCP/IP – Our server sends HTTP responses over TCP/IP using the client’s IP address, provided when they connect. A single connection is used to provide all required assets to the client before closing and does so synchronously.