HTTP – Our client only supports the GET option for requests. The client can receive any filetype. A typical request / response cycle is as follows:

* Client program connects using host IP (127.0.0.1 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.
* Client prints the response message to stdout.

TCP/IP – Our client sends HTTP requests over TCP/IP using the server’s IP address, provided upon user input. The client opens a connection for each request, and communication is done synchronously.