* Every message starts a suffix of:
  + 4 bytes representing the length (in bytes) of the message not including (the suffix)
  + 2 bytes representing the type of message:  
      
    Client->server
    - CLIENT\_LOGIN\_MSG 0
    - CLIENT\_FILES\_LIST\_MSG 1
    - CLIENT\_FILE\_DELETE\_MSG 2
    - CLIENT\_FILE\_ADD\_MSG 3
    - CLIENT\_FILE\_DOWNLOAD\_MSG 4
    - CLIENT\_CLOSE\_MSG 5  
        
      server->client
    - SERVER\_WELCOME\_MSG 0
    - SERVER\_PLEASE\_LOGIN\_MSG 1
    - SERVER\_LOGIN\_FAIL\_MSG 2
    - SERVER\_FILES\_LIST\_MSG 3
    - SERVER\_FILE\_REMOVE\_MSG 4
    - SERVER\_FILE\_ADD\_MSG 5
    - SERVER\_FILE\_DOWNLOAD\_MSG 6

Structure of each type:

CLIENT\_LOGIN\_MSG