**Protocol**

The protocol for client-server communication will consist of messages. A message is a line of ASCII text terminated by a new line ‘\n’. Each message will start with a command and optional parameters separated by a single space. Communication will follow this loop:

**Client Commands**

LIST

Asks server for a list of movies. Server will respond with some MOVIE replies terminated with an END-MOVIES reply.

RESERVE [movie id] [quantity]

Attempts to reserve some amount of tickets for the given movie id. Server will respond with either RESERVED or SOLD-OUT.

CANCEL

Cancels the reserved tickets. Server will respond with CANCELLED.

CONFIRM

Confirms the reserved tickets for purchase. Server will respond with CONFIRMED.

**Server Replies**

MOVIE [movie id] [name of movie]

Server's response to the LIST command. Each MOVIE reply is one item of the list of movies.

END-MOVIES

Indicates the server has sent all MOVIE replies.

RESERVED

Indicates that the server was able to successfuly reserve tickets for the requested movie.

SOLD-OUT

Indicates the server was unable to successfully reserve tickets for the requested movie.