Server

```
receive msg {
  case ClientReq:
    Data = (msg as ClientReq).Val;
    // Replicate data to all nodes
    foreach (node in nodes)
      send(node, ReplReq, Data);

  case Sync:
    var node = (msg as Sync).Id;
    var log = (msg as Sync).Log;
    doSync(node, log);
}
```

```
doSync (Node node, Log log) {
    // If storage log is not
    // up-to-date, replicate
    if (!isUpToDate(log))
      send(node, ReplReq, Data);
    else {
      NumReplicas++;
      if (NumReplicas == 3)
        send(Client, Ack);
    }
}
```

Storage Node

```
receive msg {
  case ReplReq:
    // Store received data locally
    store((msg as ReplReq).Val);

  case Timeout:
    // Send server the storage
    // log upon timeout
    send(S, Sync, Id, Log);
}
```

Client

```
// Send request to server
// and wait for ack
send(S, ClientReq, Val);
receive(Ack);
```

Timer

```
// Send timeout when
// countdown reaches 0
if (Countdown == 0)
  send(Node, Timeout);
```