The server listens for incoming tcp connections. When a connection is established, a new thread starts that hangs on to that connection and listens for messages until a disconnected exception occurs. We could add authentication logic when the client sends its first message.

Once connected, the client can send a code that initiates one of a number of functions of the server. For example, if the client wants to report a new set of coordinates, it will first send the code to alert the server that it should expect messages with coordinates encoded so that it can know which query to run on the db. If the client wants to retrieve the latest coordinates, it will send the corresponding command that will alert the server to run a query and send the data back to that client.

The server periodically runs processes that are uninitiated by a client such as removing old records from the coordinates table.