

Client (TID 1):

ErrorSimulator (TID 23):

Server (TID 69):

WRQ TID1->TID23 filename.txt

create

ClientServerConnection (TID 7):

RRQ TID7->TID69 filename.txt

ServerSpawnThread (TID 42):

create

ERROR TID42->TID7 FILE_ALREADY_EXISTS

ERROR TID7->TID1 FILE_ALREADY_EXISTS

destroy

destroy