# Implementing a Protocol

## Design Description

Our implementation of the protocol begins with creating variables, sockets, etc. for Client. The threaded TCP-server continuously listens for client connections, and the run-method in Client initializes a connection between the Client and Server when an attempt to make a connection has been made. When connected, the Server constantly listens for Client requests. When a request is recieved, the ClientHandler runs the handleRequest()-method in order to handle the request correctly. The ClientHandler then sends a response (message) to the MessageReciever. After this, the Client calls the recieveMessage()-method, in order to recieve the message. The message will then get parsed with the parse()-method in MessageParser to represent the message as chosen. When finished, the Client recieves the parsed string, and prints the string to the user.
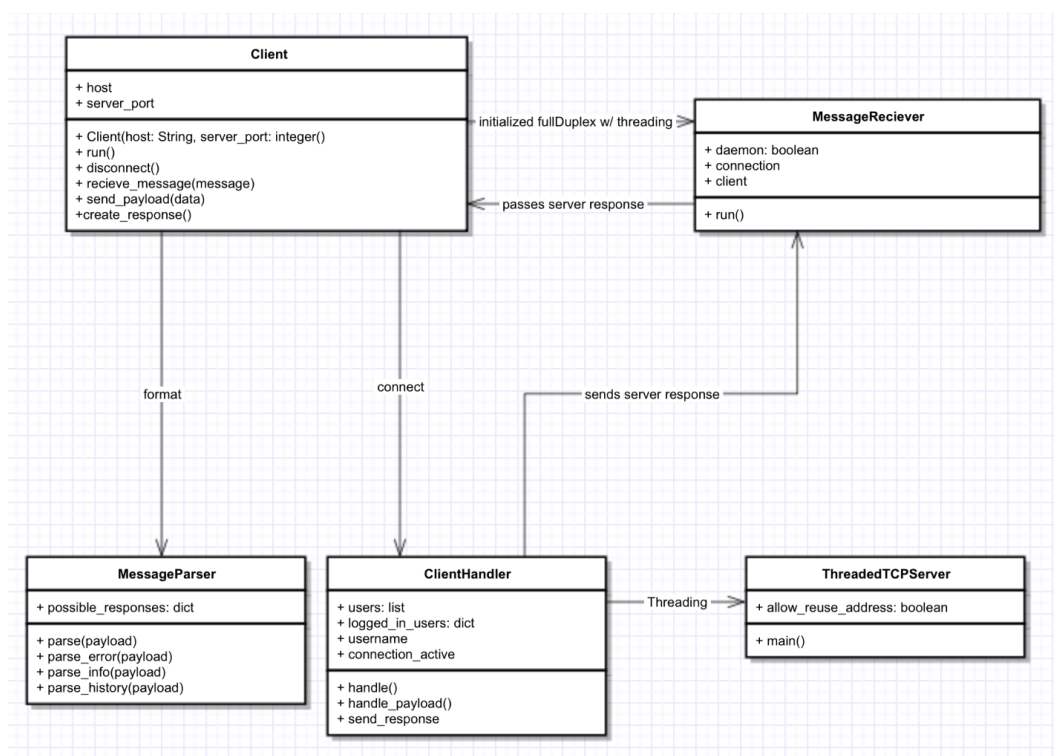
## Class Diagram



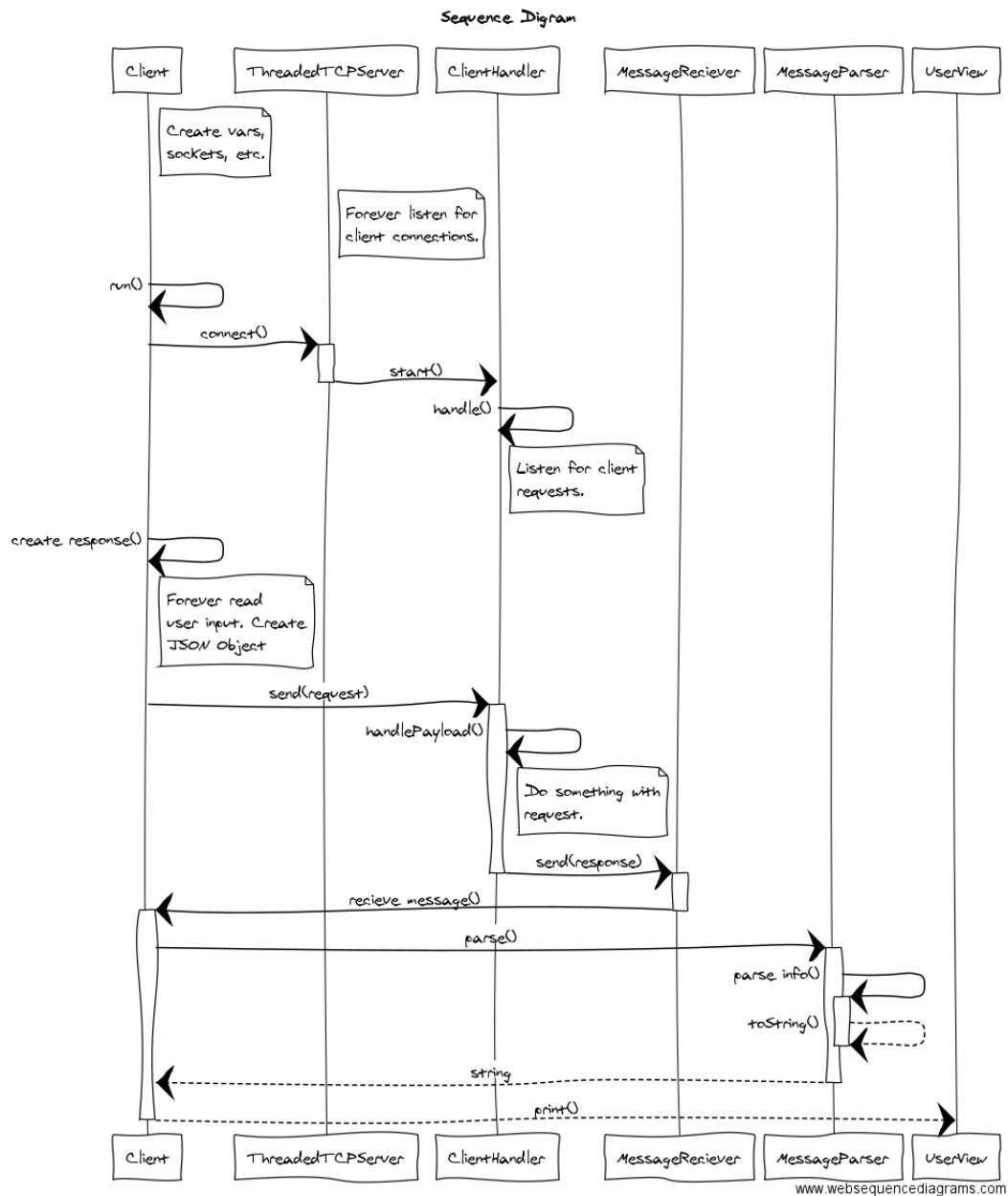**Figure 2.1:** Class Diagram for the Protocol.

# Sequence Diagram



**Figure 3.1:** Sequence Diagram for the Protocol.