





<b>c</b>	LaunchCli	ent
f a	client	Socket
<b>f</b> ≜	port	int
f ?	isConnect	boolean
f •	dataoutput [	DataOutputStream
<b>f</b> •	datainput	DataInputStream
m 1	LaunchClien	t(int)
m 🚡	sendFile(Stri	ng) void
m 1	receiveFile(S	tring) void
m 🚡	deleteFile(St	ring) void
m 🚡	listFile()	void
m 🚡	sendAck()	void
m 1	sendGet()	void
m 1	sendPut()	void
m 🚡	sendDat()	void
m 🚡	sendDsc()	void
m 🚡	sendcon()	void
m 1	sendDel()	void
m 1	sendLst()	void
m 🚡	main(String[	]) void

E 🚡	Instruction
CON	
DSC	
ACK	
DND	
LST	
PUT	
GET	
DEL	
DAT	