

# Protocol planning

## Goal

- Message arrival
- Error message
- Acknowledgment
- Login
- Private message
- Group message
- File transfer

## UDP vs TCP

UDP	TCP
Connectionless	Connection-oriented
Discards erroneous packets	Error recovery
No handshake	3-way handshake
Lightweight	Heavy-weight

## Packets

- Login

30 byte
username

- Private / group message

1 byte	30 byte	30 byte	?
type	to	from	msg

### Type:

- Private = 1
- Group = 2
- File = 3
- Update list of online users = 4
- Update list of groups = 5
- Join to a group = 6

