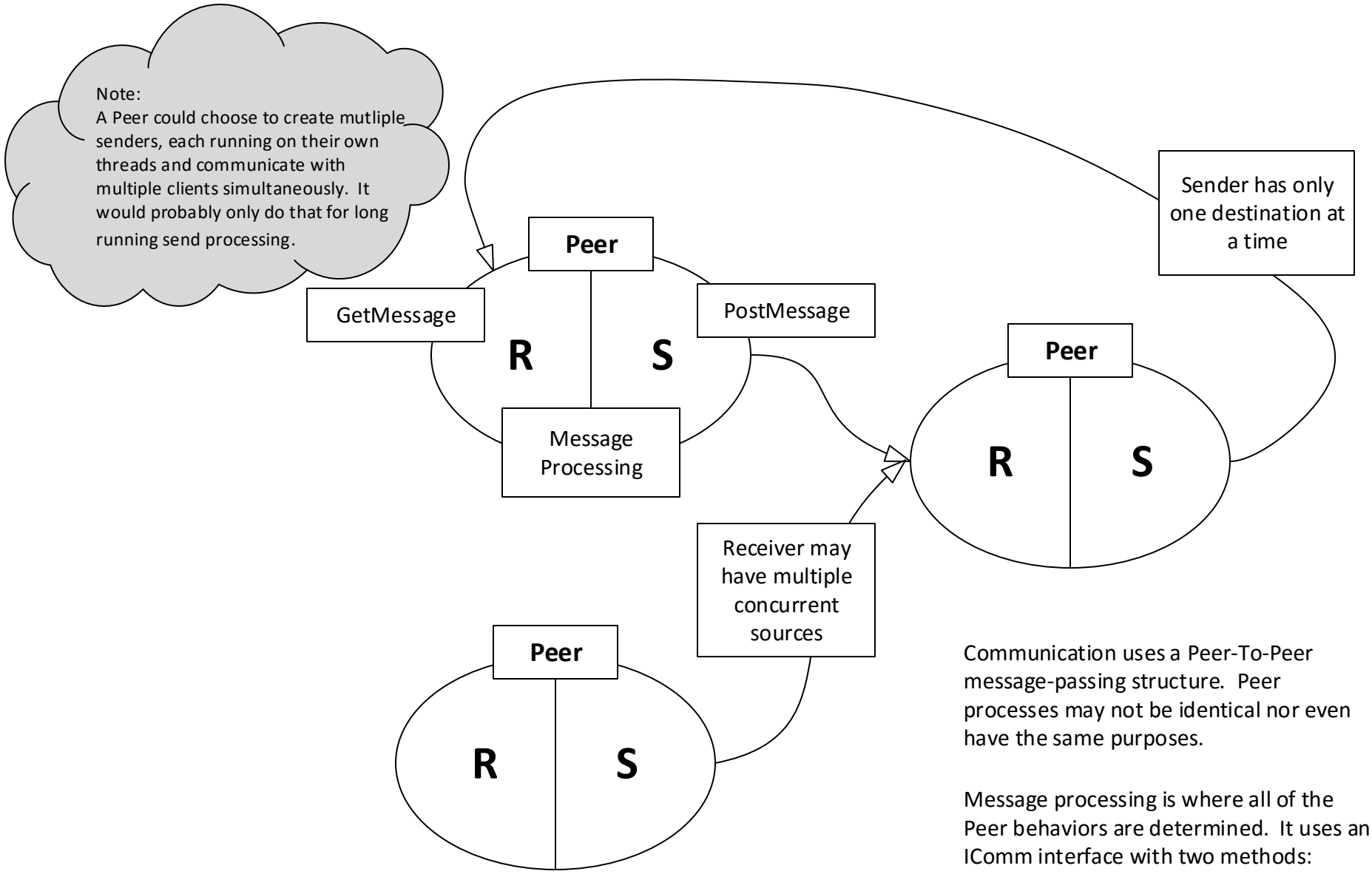


Communication uses a Peer-To-Peer message-passing structure. Peer processes may not be identical nor even have the same purposes.

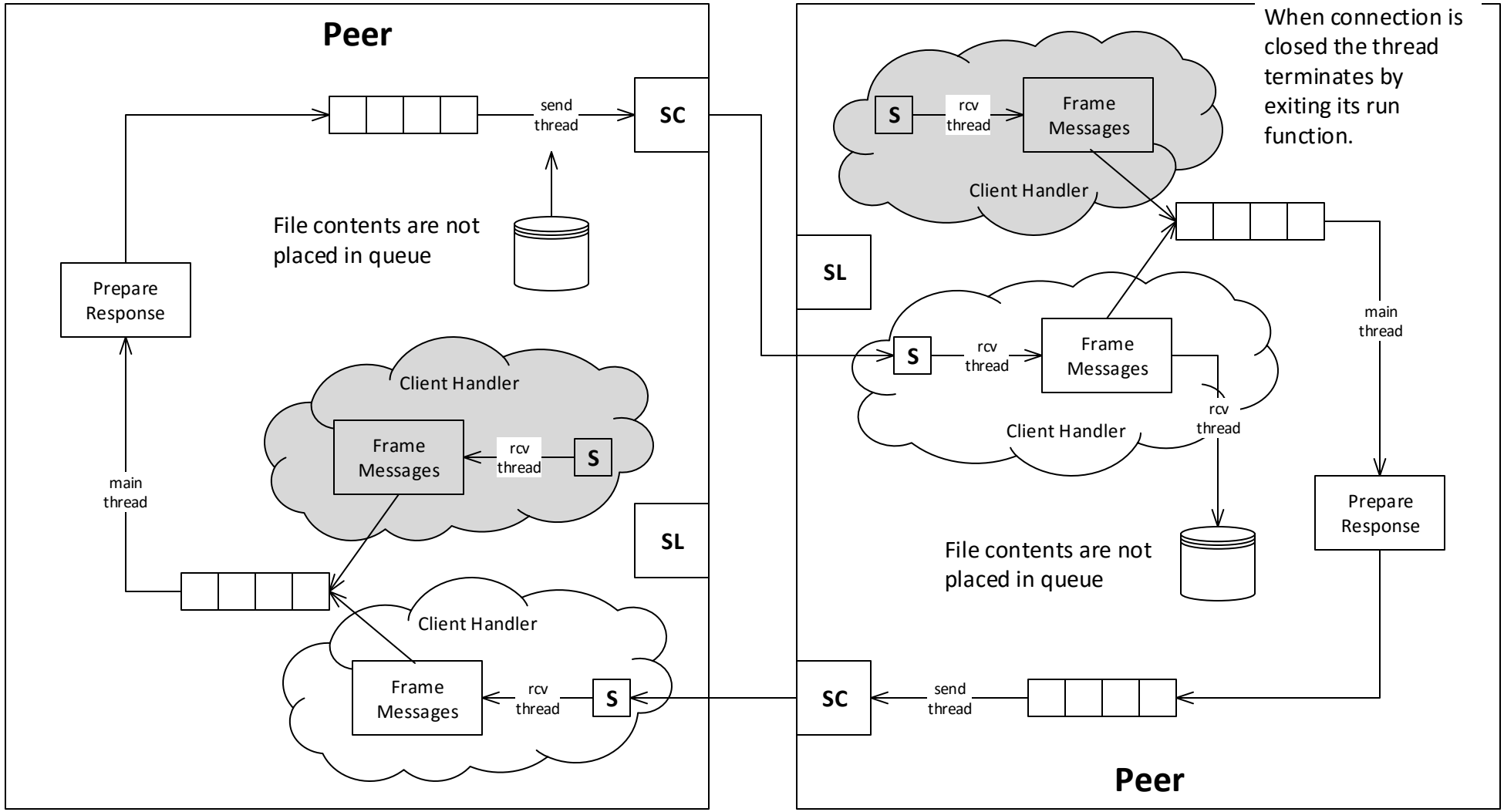
Message processing is where all of the Peer behaviors are determined. It uses an IComm interface with two methods: PostMessage and GetMessage.

Project #4 – Peer to Peer Communication

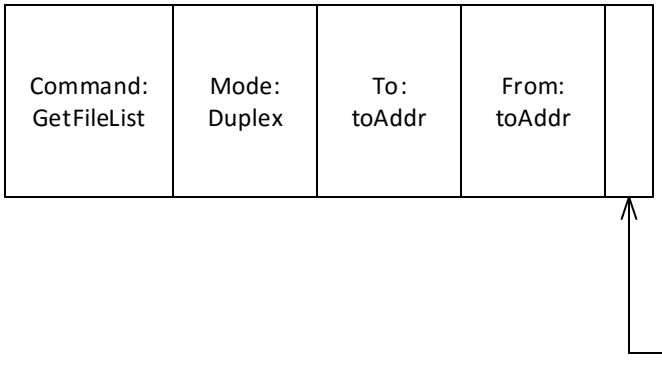
Project #4 – Communication Channel Structure

S – Socket, SC – SocketConnecter, SL - SocketListener

Client handlers run on child threads created by listener. When connection is closed the thread terminates by exiting its run function.



Project #4 – Examples of HTTP style Messages



FileStream sends one header followed by a sequence of transmissions that result in the entire file arriving at the destination.
File chunking sends a sequence of messages, each with a header and a number of bytes specified in the ContentLength.

Sender will send 35430 bytes in possibly many sends.
Receiver will receive multiple times until 35430 bytes have been received.