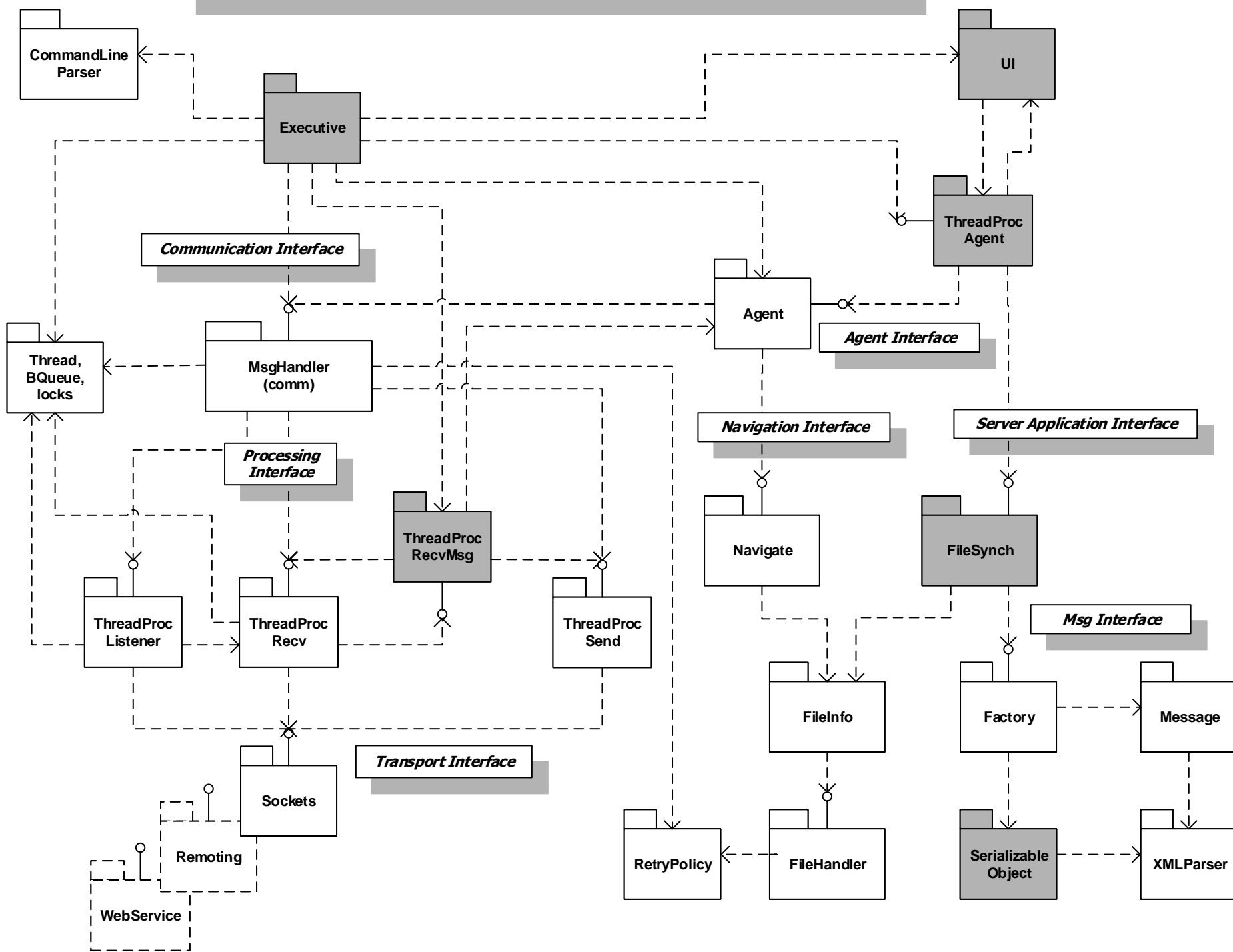
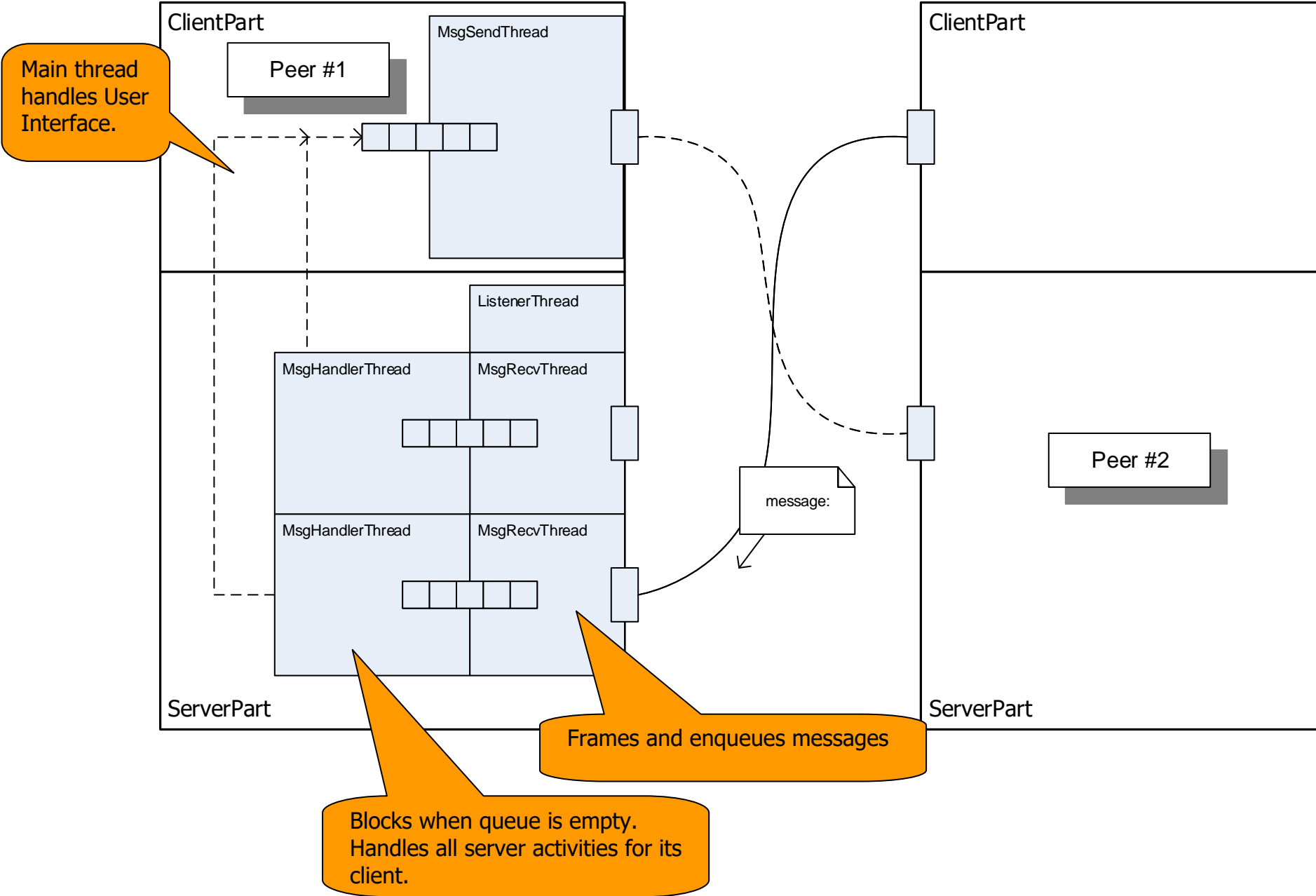


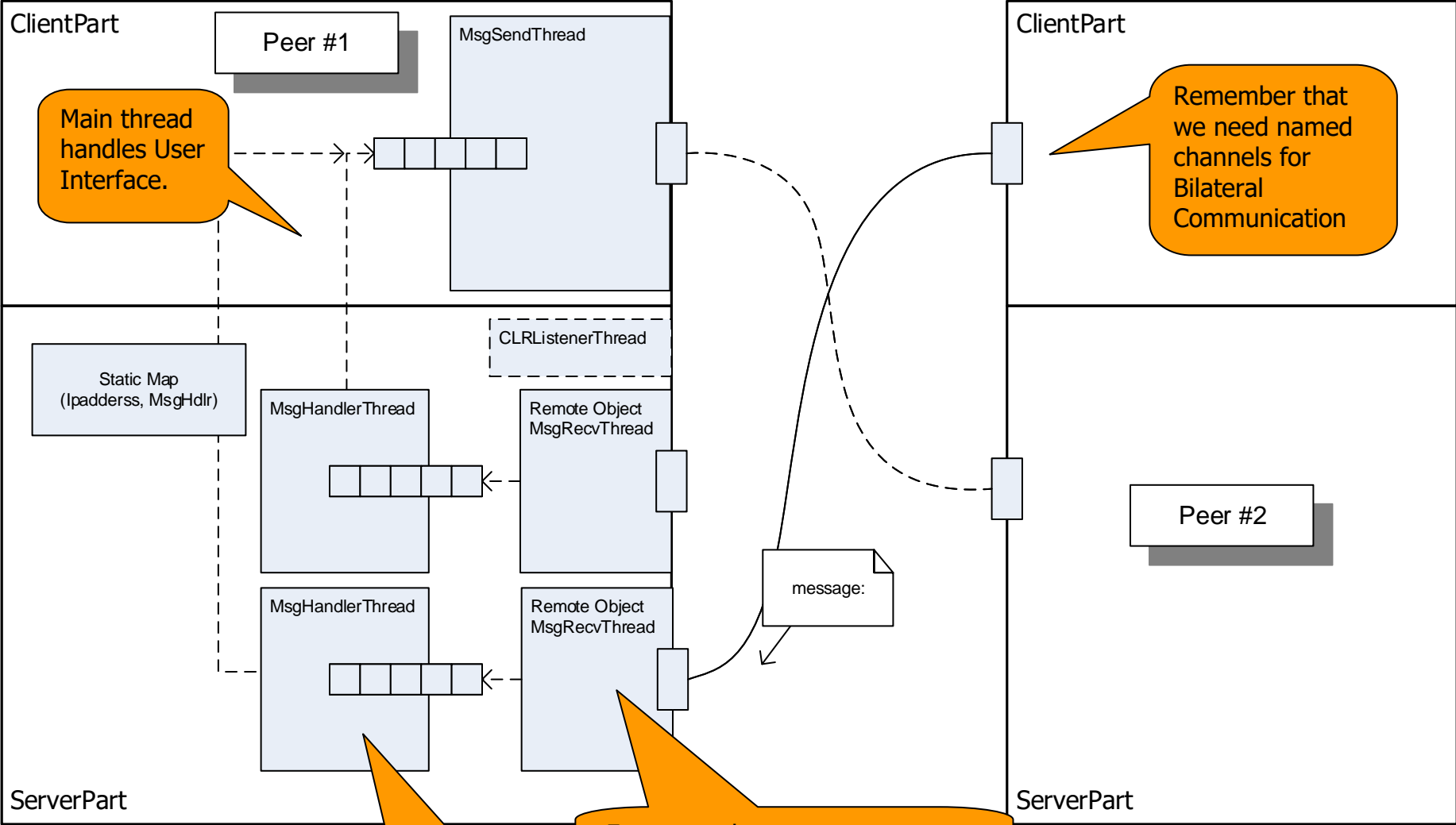
# Peer-To-Peer File Synchronization - Package Diagram



# Peer-To-Peer with Socket-Based Communication – Architecture Diagram



# Peer-To-Peer with Remoting-Based Communication



Blocks when queue is empty.  
Handles all server activities for its client.

Frames and enqueues messages

Remember that we need named channels for Bilateral Communication

Peer #1

# Message Passing Activity Diagram

Peer #2

