**Knock Knock Protocol**

Server listens on port 1026 to text-based client. The server has access to a number of Knock-Knock jokes that come in two parts: a “setup” and a “punch line” part. Clients can request any setup/punch line combination available.

**Current protocol version**: 1.0

**Error code** meanings:

* 001 – invalid protocol or version
* 100 – joke id out of range
* 200 – joke id not an integer

**Communication Order**

Client sends: “KK/1.0” (where 1.0 is the current protocol version)

If version okay
 Server replies: “KK OK:” + number of available jokes as single integer
else
 Server sends: KK ERROR 001
 Server disconnects

Client sends: single integer i

If valid integer and in range
 Server sends: “KK OK”
 Server sends: “KK SETUP:” + i-th joke setup
 Server sends: “KK PUNCH:” + i-th joke punch line
 Server sends: “KK BYE”
else if not in range
 Server sends: “KK ERROR 100”
else if invalid integer
 Server sends: “KK ERROR 200”
Server disconnects

Client disconnects