

User guide TP2

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Introduction

This program is using the two main dependencies tkinter and PIL. You can download them by using the command

“pip install tkinter pillow” this will download the requested libraires.

Then you if you have corectly downloaded all the program via git you should be able to run ex1.py who is the main executable and program of all.

You should be greeted with a somptuous white square wich is the drawing zone.

Placing elements:

There's three types of elements who are aviable: Switch, routers and clients. You will be able to place element by switching to the mode you want for a router go to router mode by simply pressing the “r” rey on the keyboard. Then place click with the left button of the mouse to place the router where ever you want on the drawing area. It's the same process to place other items but with different keys. “S” will allow you to deploy switchs while “C” will allow you to deploy clients.

Menu:

you will be able to change prorierties of the elements like the number of ports wich the dispose of, their icons and their names.

To deploy the menu simply press the right mouse button while placing your cursor on the element you want to modify

Changing name:

simply open the menu and click on “rename”. A window will open with text space and you will be able to rename by entering the desired name. The rename take effects when you press the validate button.

Changing icon:

you can change the icon of the item by simply clicking on the icon part in the menu. Only three images are now available because they are representing the three network items

Changing ports:

you can add or substract port to an item by clicking on the port section. Switchs and routers can't go over 4 ports and clients can't go over 2. the changement only take place when you validate the changes.

You can close the menu at any time by pressing the “escape” key.

Draw:

You will be also able to draw thing by pressing the “D” key wich will switch you to draw mode. Just hold the left mouse button and let your creativity speak.

You can create straights links by cliking 2 times while holding the “ctrl” key.

Links:

you can create a link between two objet. Links disepear with the item they are link too and they move with them. To do so, pass in link mode by clicking "L", then click on the two object you want to create the link between and click a third time on the last item you clicked onto to validate the link creation. The two items are now bounded to death.

Escaping and deleting:

you can erase an item by placing the cursor on it and by pressing the "suppr" key. This will remove the item and all the links that are attached to it.

If you want to go back to default mode you can press the "e" or "esc" key. This will neutralise the left mouse button