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BitTorrent Client- Part 2

In this part of the project, we expended the functionalities. The user is not much more aware of what is happening throughout the program. Furthermore, we've not only added downloading from multiple peers, through use of multithreading, we also added uploading to other peers as well. Lastly, we had reconstructed most of our old code into cleaner segments.

Stock, already included files which were used:

1. **Bencoder2.java**
2. **ToolKit.java**
3. **BencodingException.java**

Our files:

1. BTClient.java
   a. This part of the project holds the main method, it is also the place where most of the magic happens, such as multithreading and incitation.
2. Constants.java
   a. This file holds various constants which are referenced throughout the project. It has references to key variables which are static throughout the whole processes.
3. Downloader.java
   a. This was created to help maintain the functionality of the multithreads.
   b. It is used as an object
4. Peer.java
   a. Handles most of the acts associated with working on Peers.
   b. This object is used in both, upload and download stages of the program
5. Serialization.java
   a. This is for saving states. One may quit at any time during the download.
   b. States are saved until the program is ran again.
   c. State is lost when the file is confirmed and fully downloaded.
6. 6. Uploader.java
   a. This helps maintain the threads needed for uploading to peers
   b. It works in conjunction with peer