



Cairo University
**Faculty of Computers and
Information**



CS352 Software Engineering II

Assignment

By

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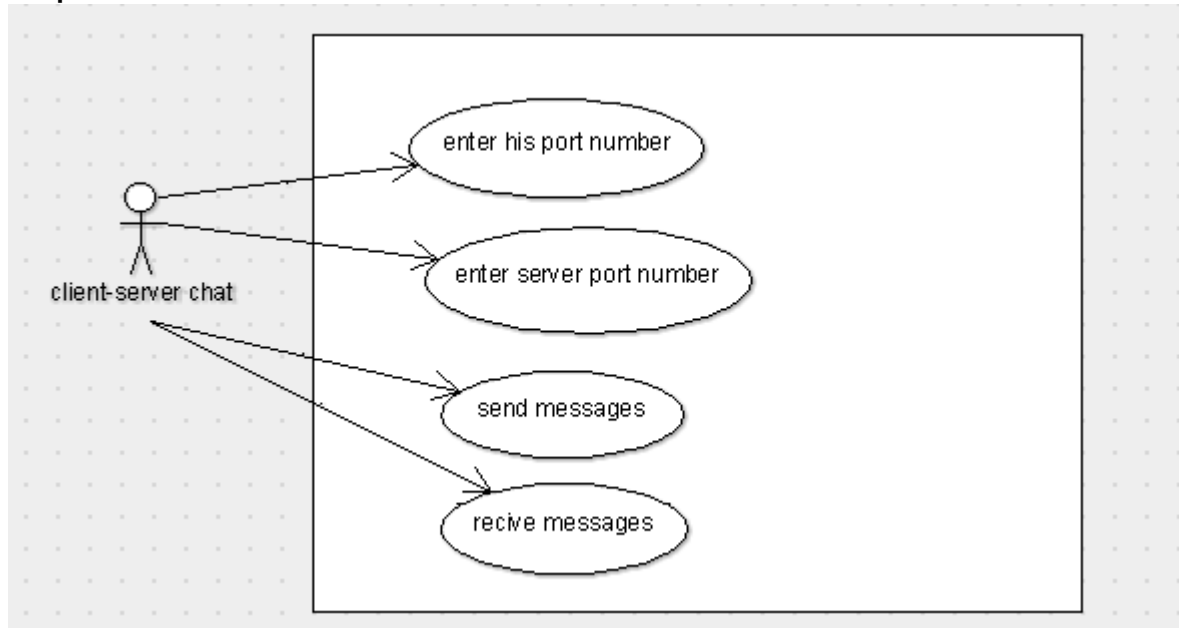
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I. Introduction:

Our application is a small application on peer to peer architecture.

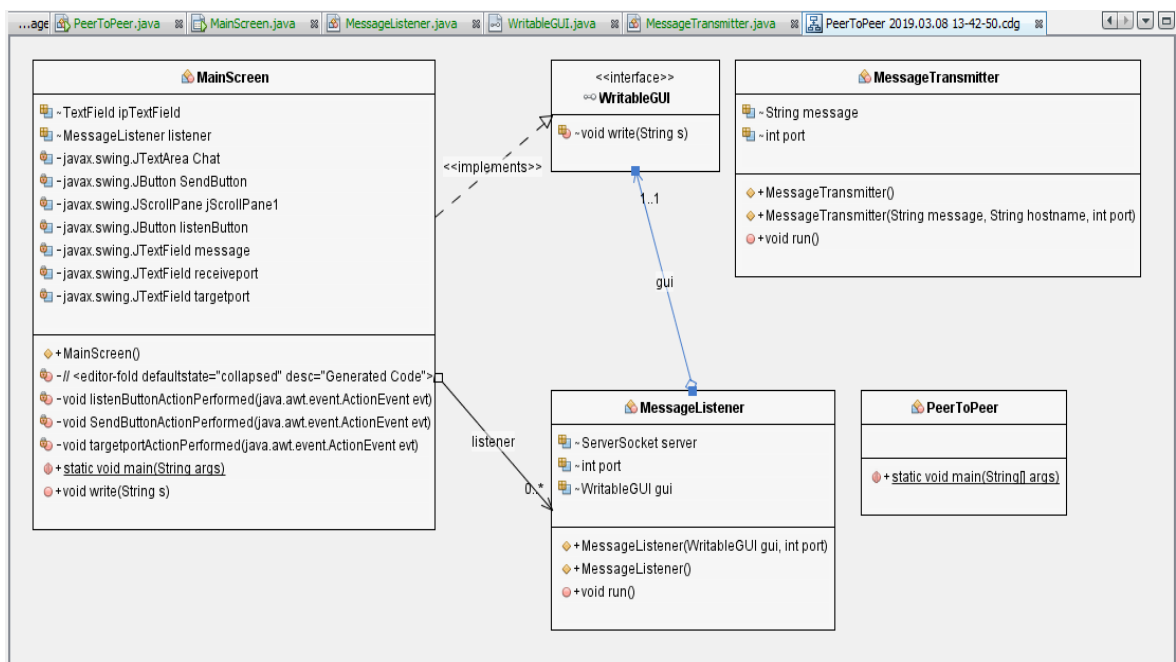
II. Implemented use case:



III. System Architecture:

The Peer To Peer Architecture.

IV. System Design



V. Installation Guide

GitHup link--→ https://github.com/AyaAhmedEliwa/SW2_Ass2

Our application on the githup anyone can get it easy.

Running scenario you will put the port number for you and for any one you want to connect with him (at the space specified for this) and click on connect once you click on connect button you are connected. Then you can write message to the second user (at the space specified for this) and click on send button (you in this case act as a client) then the message will arrive to the second user who act as server at the same case and who can replay on the message as a client (that mean the user can act as a client and as a server).