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**TU857/4**

**Distributed Systems**

**Assignment**

**Multi-client auction server**

**\*DATE\***

I declare that this work, which is submitted as

part of my coursework, is entirely my own, except where clearly and explicitly stated.

Graphical user interface, application, chat or text message

Description automatically generated

Server will accept clients using sockets and a while loop, this means we can have multiple clients to the one server. All logic is done on both Server and ServerThread. Clients only have input methods with no logic done on their side.

How to run:

Extract all files to one folder.

Launch “server.bat” once. This will host the server and begin the auction in a command window.

For each client you want to connect run “client.bat”. Once launched the current item on sale will be displayed along with a prompt to enter your name. There is a menu that shows the available commands which are as follows:

“item” shows the current item on sale.

“list” shows all items currently in the auction.

“bid” followed by a number will place a bid for the amount entered plus the existing amount. If the item is priced at 100 and you want to raise it by 200 then you enter “bid 200” which will then read back the price being 300.

“menu” shows the command menu.

“say” will prompt for a message to send a message to all other clients.

“exit” leave the auction server.

The server can add items to the auction as it is running. To do this, in the server program, type “insert” and then you will be prompted to enter the item name followed by the item price. This then gets added to the beginning of the item-list.