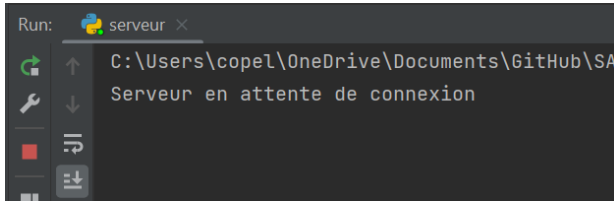


SAE 3.02 – Using the interface

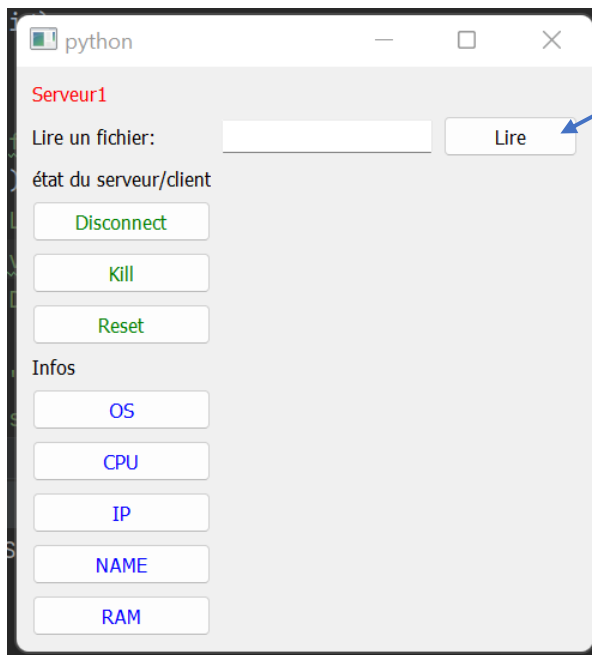
1. Connection of client at server from the interface

- First, I will start the server. It waits that the client his connect



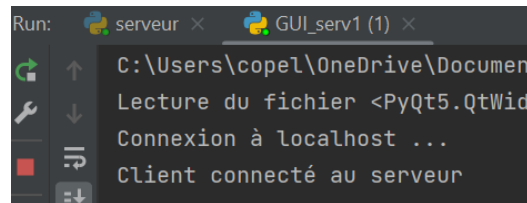
```
Run: serveur x
C:\Users\copel\OneDrive\Documents\GitHub\SAE3.02\venv\Scripts\python.exe C:/Users/copel/OneDrive/Documents/GitHub/SAE3.02/server.py
Serveur en attente de connexion
```

- From the interface, I will start up the client in pressing the button “Lire”.



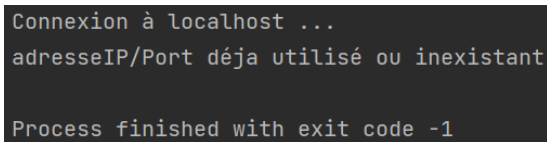
The client asks the connection at server

- If the server has been started the client his connect



```
Run: serveur x GUI_serv1 (1) x
C:\Users\copel\OneDrive\Documents\GitHub\SAE3.02\venv\Scripts\python.exe C:/Users/copel/OneDrive/Documents/GitHub/SAE3.02/client.py
Lecture du fichier <PyQt5.QtWidgets.QLineEdit object at 0x00000245FD23B3A0>
Connexion à localhost ...
Client connecté au serveur
```

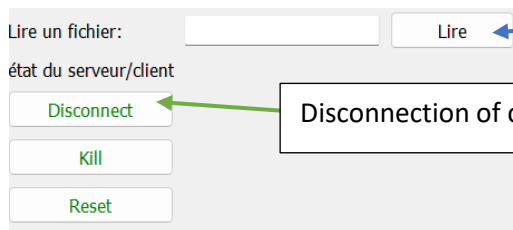
- Else, the client does not successful at his connect and close the interface.



```
Connexion à localhost ...
adresseIP/Port déjà utilisé ou inexistant
Process finished with exit code -1
```

2. Client/server status

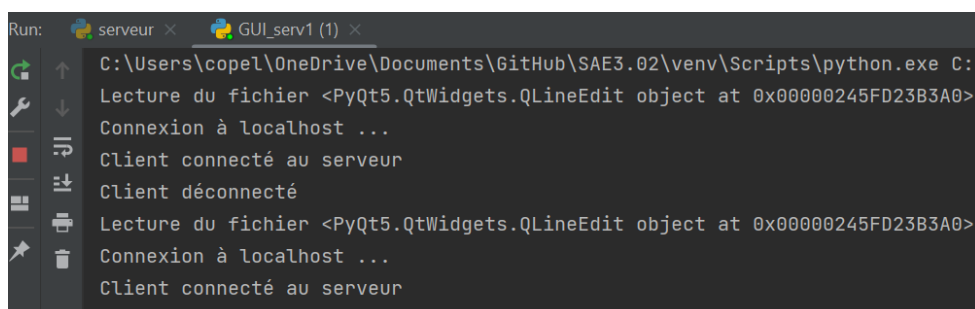
Button “disconnect”



Disconnection of client

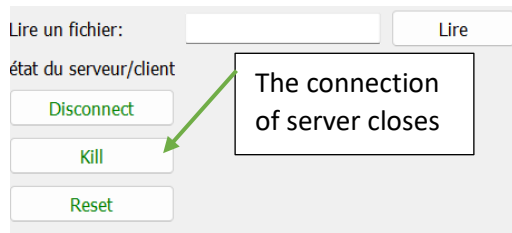
Ask again the connection at server

- if the client is connected at server, then by pressing the button “Disconnect”, we see that it disconnects. Finally, I ask him to reconnect with the button “Lire”



```
Run: serveur x GUI_serv1 (1) x
C:\Users\copel\OneDrive\Documents\GitHub\SAE3.02\venv\Scripts\python.exe C:/Users/copel/OneDrive/Documents/GitHub/SAE3.02/client.py
Lecture du fichier <PyQt5.QtWidgets.QLineEdit object at 0x00000245FD23B3A0>
Connexion à localhost ...
Client connecté au serveur
Client déconnecté
Lecture du fichier <PyQt5.QtWidgets.QLineEdit object at 0x00000245FD23B3A0>
Connexion à localhost ...
Client connecté au serveur
```

Button “kill”



- if the client is connected at server, then by pressing the button “Kill”, we see that the connection of server is closed. It is necessary to restart the server manually.

The interface return:

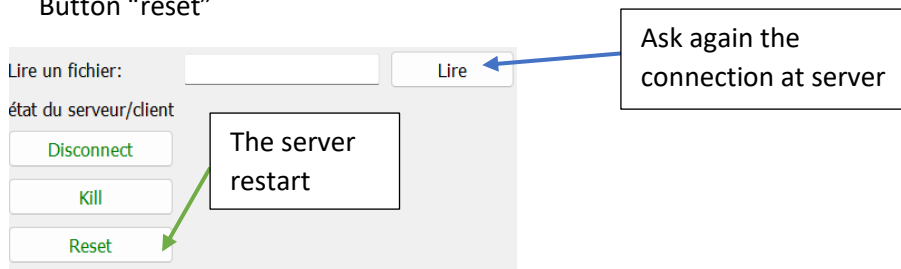
```
serveur déconnecté
```

The server return:

```
réception du client: kill
Connection closed
Server closed

Process finished with exit code 0
```

Button “reset”



- if the client is connected at server, then by pressing the button “Kill”, we see that the connection of server is closed. It is necessary to restart the server manually.

The interface return:

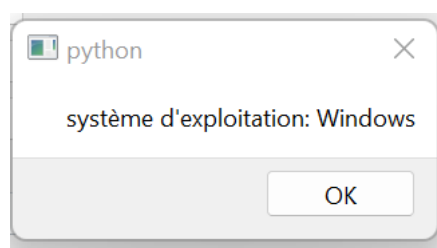
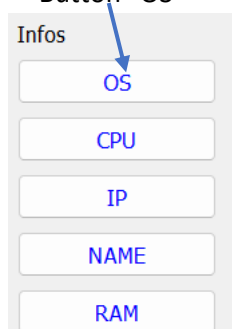
```
redémarrage du serveur, client déconnecté
```

The server return:

```
réception du client: reset
Connection closed
Server closed
Serveur en attente de connexion
```

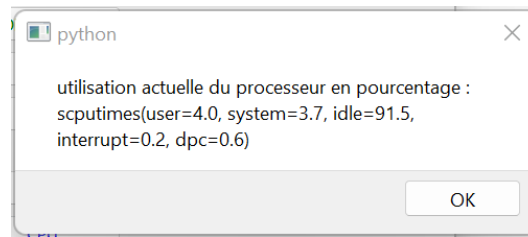
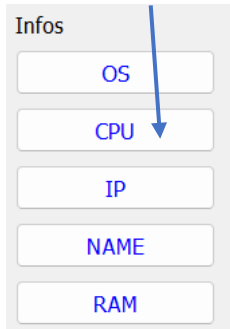
3. Information of server

Button “OS”



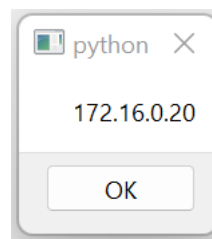
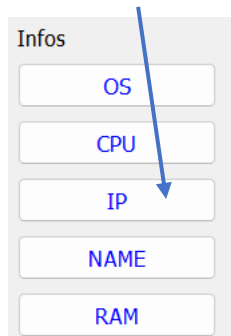
- if the client is connected at server, then by pressing the button “OS”, we see the OS information.

Button "CPU"



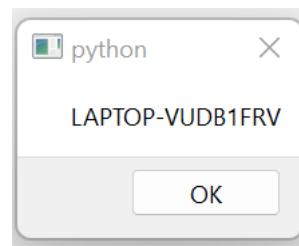
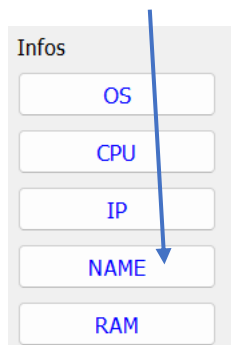
- if the client is connected at server, then by pressing the button "CPU", we see the CPU information.

Button "IP"



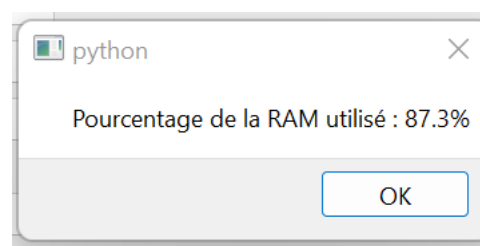
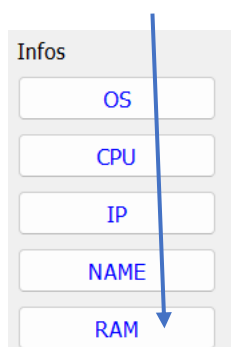
- if the client is connected at server, then by pressing the button "IP", we see the Ip address of the server.

Button "NAME"



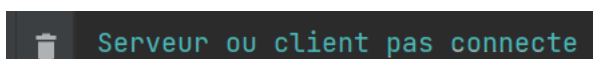
- if the client is connected at server, then by pressing the button "NAME", we see the name of PC.

Button "RAM"



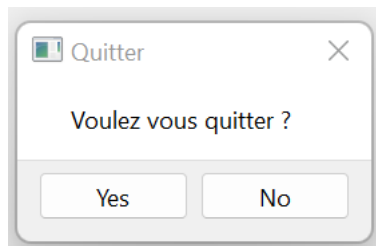
- if the client is connected at server, then by pressing the button "RAM", we see the percent of RAM.

- If the client is not connected at server, then a button is pressing, it returns a message of error



4. Closure

- event of close of the window with the cross



No → He ignore the request

Yes → He disconnect the client and close the window.