## Project software conditions:

* One main client head
* Many server instances connect to server main.
* Servers can disconnect and connect as they wish to the client.
* Client will send info/files to be processed.
* server will receive info/files and disconnect from socket.
* Server will process info/files.
* Then will reconnect to client flagging a message that it is now done processing and ready for results to be obtained by client.
* When server connects it should display its info if ready or not ready

The UI will look like this:

DESKTOP name (IP, HOST)

State: e.g. Busy

Connection Status: Disconnected

**\*Button\*** collect results **\*Button\***

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Greyed out if not ready