The application was tested on 2 different devices in the same network with the correct result

The main problems were caused by a lack of file transfer, but it was solved by changing the size of the chunk which was previously entered incorrectly.

In order to run the program correctly you should

1. start the server.py program

2.start the client.py program

3.the client will automatically connect to the server, at this point you should log in by using the /auth command

4.After authentication you have to type the command /list to make the server give you a list of clips that you can play

5. to play the songs you need to enter their name and extension (for example cantine.wav)

6.The transfer takes place and the sound file is played on the client side