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To start the Voice chat application, start the server on a machine. This screenshot shows the server successfully starting up and displays the ports that the udp and tcp servers are listening on.

```
C:\Users\clark\OneDrive\Documents\Backup\Documents\Networks\project\commsProject>python server.py
UDP server listening on 0.0.0.0:9999...
Started receiving UDP audio packets.
TCP server listening on 0.0.0.0:8888...
```

Once a client starts up and connects to the server, the server will display when it forwards a packet along with the information about where the packet was received from and who it is being sent to.

```
Forwarded packet from 127.0.0.1 to 127.0.0.1:5002
Forwarded packet from 127.0.0.1 to 127.0.0.1:5002
Forwarded packet from 127.0.0.1 to 127.0.0.1:5002
Forwarded packet from 127.0.0.1 to 127.0.0.1:5002
Forwarded packet from 127.0.0.1 to 127.0.0.1:5002
Forwarded packet from 127.0.0.1 to 127.0.0.1:5002
Forwarded packet from 127.0.0.1 to 127.0.0.1:5002
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Forwarded packet from 127.0.0.1 to 127.0.0.1:5002
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```

On the client side, once a client begins, it will print its current status about the audio it is receiving. In this case, it is silent because it is not receiving anything.

```
Playing silence
Playing silence
Playing silence
Playing silence
Playing silence
Playing silence
Playing silence
Playing silence
Playing silence
Playing silence
Playing silence
Playing silence
Playing silence
Playing silence
Playing silence
Playing silence
Playing silence
Playing silence
Playing silence
Playing silence
Playing silence
Playing silence
Playing silence
```

In the below example, the client is picking up on audio from the server so it is printing
data about the packet it received and playing audio.

```
Playing packet seq_num: 3873
Playing packet seq_num: 3874
Playing packet seq_num: 3875
Playing packet seq_num: 3876
Playing packet seq_num: 3877
Playing packet seq_num: 3878
Playing packet seq_num: 3879
Playing packet seq_num: 3880
Playing packet seq_num: 3881
Playing packet seq_num: 3882
Playing packet seq_num: 3883
Playing packet seq_num: 3884
Playing packet seq_num: 3885
Playing packet seq_num: 3886
Playing packet seq_num: 3887
Playing packet seq_num: 3888
Playing packet seq_num: 3889
Playing packet seq_num: 3890
Playing packet seq_num: 3891
Playing packet seq_num: 3892
Playing packet seq_num: 3893
Playing packet seq_num: 3894
Playing packet seq_num: 3895
Playing packet seq_num: 3896
Playing packet seq_num: 3897
```

The client will use a tcp handshake to establish a connection with the server. It will try to do so 3 times and if it does not succeed it will give up. This example below shows when a client is trying to connect to the server but the server.py application is not running.

```
.1
Attempting TCP handshake with 127.0.0.1:8888 (Attempt 1)...
Handshake failed: timed out
Attempting TCP handshake with 127.0.0.1:8888 (Attempt 2)...
Handshake failed: timed out
Attempting TCP handshake with 127.0.0.1:8888 (Attempt 3)...
Handshake failed: timed out
Handshake failed after maximum retries.
```