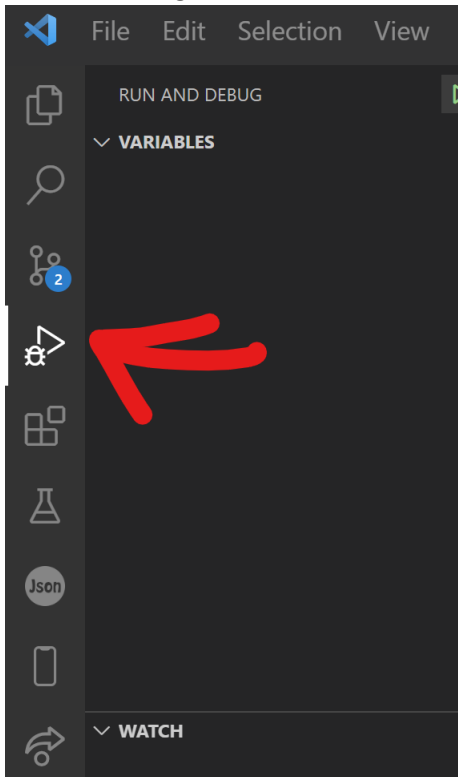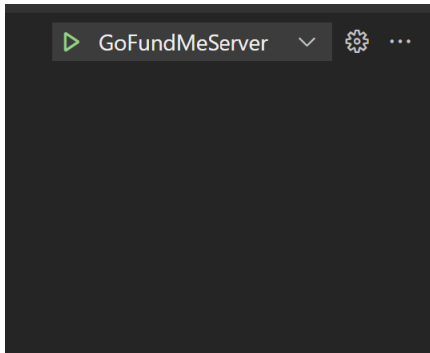**Starting the program**

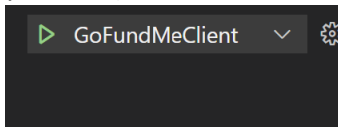This manual is made using Visual Studio Code (VScode) as the code editor

1. Click the debug/run menu on VScode

2. Select "GoFundMeServer" and press green arrow run button.

3. Select "GoFundMeClient" and press green arrow run button (repeat this for as many clients as you want)

Client Main Menu

The client main menu provides options for creating events, making donations, viewing events, and exiting the program.

- **(1) Create a fundraising event**: Create a new fundraising event.

- **(2) Donate to a fundraising event**: Make a donation to an existing event.

- **(3) View all fundraising events**: List all existing fundraising events.

- **(4) Exit**: Exit the client program.

Create a Fundraising Event (Option 1)

1. Select option 1 from the main menu.

2. Provide the following information:

   - Event Name: Enter the name of the fundraising event.

   - Target Amount: Specify the fundraising goal amount (must be a positive integer).

   - Deadline: Enter the deadline in the format 'yyyy-mm-dd.'

3. The client will send the event information to the server, and you will receive a confirmation message.

```
(1) Create a fundraising event
(2) Donate to a fundraising event
(3) View all fundraising events
(4) Exit
Please select an option by typing the corresponding number:
1
Event Name: Basketball Gear
Target Amount: 200
Deadline (yyyy-mm-dd): 2024-01-01
Event successfully created
```

Donate to a Fundraising Event (Option 2)

1. Select option 2 from the main menu.

2. Choose the event by entering its event number (displayed in the list of events).

3. Enter the donation amount (must be a positive number).

4. The client will send the donation information to the server, and you will receive a confirmation message.

```
(1) Create a fundraising event
(2) Donate to a fundraising event
(3) View all fundraising events
(4) Exit
Please select an option by typing the corresponding number:
2
Event Number: 0
Amount: 40
Donation successfully made, total now: 40.0
```

View All Fundraising Events (Option 3)

1. Select option 3 from the main menu.

2. The client will request the events from the server and display them in a table, showing event details.

```
(1) Create a fundraising event
(2) Donate to a fundraising event
(3) View all fundraising events
(4) Exit
Please select an option by typing the corresponding number:
3
+--------------+----------+-----------------+---------------+---------------+------------+
| Event Number | Category | Event Name      | Target Amount | Amount Raised | Deadline   |
+--------------+----------+-----------------+---------------+---------------+------------+
| 0            | Current  | Basketball Gear | 200.0         | 40.0          | 2024-01-01 |
+--------------+----------+-----------------+---------------+---------------+------------+
| 1            | Past     | Football Gear   | 200.0         | 0.0           | 2020-01-01 |
+--------------+----------+-----------------+---------------+---------------+------------+
```

Exit the Program (Option 4)

1. Select option 4 from the main menu to exit the client application.

Error Handling

The client and server applications provide error handling for invalid inputs and server communication issues. If you encounter an error, the program will guide you on how to correct it.

Note

- The client communicates with the server to manage fundraising events, so ensure that the server is running and set the appropriate server address and port in the code.

- This instruction guide provides a basic overview of the client and server functionality. Detailed error messages and responses from the server are not included in this guide and can be customized within the client and server code.