How to run the code

**Running the Server (bootstrap\_server.py):**

1. Open a terminal or command prompt.
2. Navigate to the directory containing bootstrap\_server.py.
3. Run the command: python bootstrap\_server.py.
4. The Bootstrap Node will start listening for incoming connections, and you'll see the message "Bootstrap Node is listening for incoming connections."

**Running the Client (client.py):**

1. Open a new terminal or command prompt.
2. Navigate to the directory containing client.py.
3. Run the command: python client.py.
4. If any errors related to missing libraries occur, ensure to install the required dependencies using: pip install pygame.
5. The client will connect to the Bootstrap Node, and you'll see the "start menu" with options to log in or sign up.
6. Follow the prompts to interact with the client application, including logging in, accessing audio files, downloading, and playing songs.

**Note:** Make sure Python is installed on your system, and the required libraries (socket, pygame) are available. Additionally, ensure that the audio files and directories mentioned in the code exist in the specified locations.

For logging in, you can use the following existing username and password combinations:

[Username: user2 Password: 2]