**Synopsis**

This program is a small simulation of an Online Gaming Store. The store is merely a very simple – hardcoded – demonstration of how a store would operate at a very small scale scope. Thus, this does not really follow the normal practices of a *real* online gaming store, such as *Steam*. *Steam*, by *Valve*, is a Online Gaming Store that utilizes a lot of resources to serve their clients. Such resources being a database, large scale servers, security defenses, and much more. The Exotic Hairy Pickle store, does non-of-this. This store is a simple online gaming store that does not offer any security, load balancing, nor proper ways of saving data that was altered in the child-processes. The software is only for academia uses, to practice the use of the TCP/IP suite.

All data that is changed, is merely temporary. Because a database is not required for this software, all changes done within the user’s account or the store itself, is all temporary to the instance created by the server. The server will create a new instance of itself to serve all clients when necessary, but any changes made – are never sent to the parent server.