**Technical ReadMe**

***About this Program***

This program was designed to act as like a Steam Store from the Valve corporation. No, we are not competing against Valve, it is simply impossible without our Lord and Savior, Gabe Newell. Instead, we are merely simulating how such a store can be accomplished using the ‘C’ language through the Command Line Interface. Data, in addition, is stored locally and is hard-coded. Because the store does not link nor requires a Database, the store essentially has the data hard coded to linked-lists. Because of this, whenever there is a change in the user’s information or game information, the data is not saved.

***System Requirements***

This program requires the GNU/Linux based distributions, as the software relies on the Linux API’s. However, it could be possible to convert the program to work cross-platforms. Because other OS’s have the same characteristics regarding the API, it is possible to easily transform the code to work with Microsoft Windows or Mac. Through, it will require someone that is knowledgeable in those platforms.

***Connection Notes***

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| --- | --- |
| **Description** | **Values** |
| Port Number | 6324 |
| Maximum Characters per Submission | 4096 |
| Maximum File Size | Not Supported |