**Remotely controlled advertisement unit**

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Abstract:

This project is a remote desktop app. Client and server correspondence is at the introduce of organization provisioning over the Internet. Client sends request to server and server usually wait to accept invitation from client side, maintaining connectivity or handshaking. Clients connect to servers and request media or task to be achieved. Sockets is introduce for basic communication between client and server. Clients can run media like play music or view image and can download it in their system with internet connectivity.

Introduction:

Server side code take concern with the client request, Code running on the server machine enable the server to response.

The server and client programming assign to the position when code is running on both the server or client side the reciprocal user and server process exchange information or data. Sockets we had already discussed which is a great for execute the client and server inter process communication while concealing lower layer usage subtle elements from the higher layer conceptual tasks.

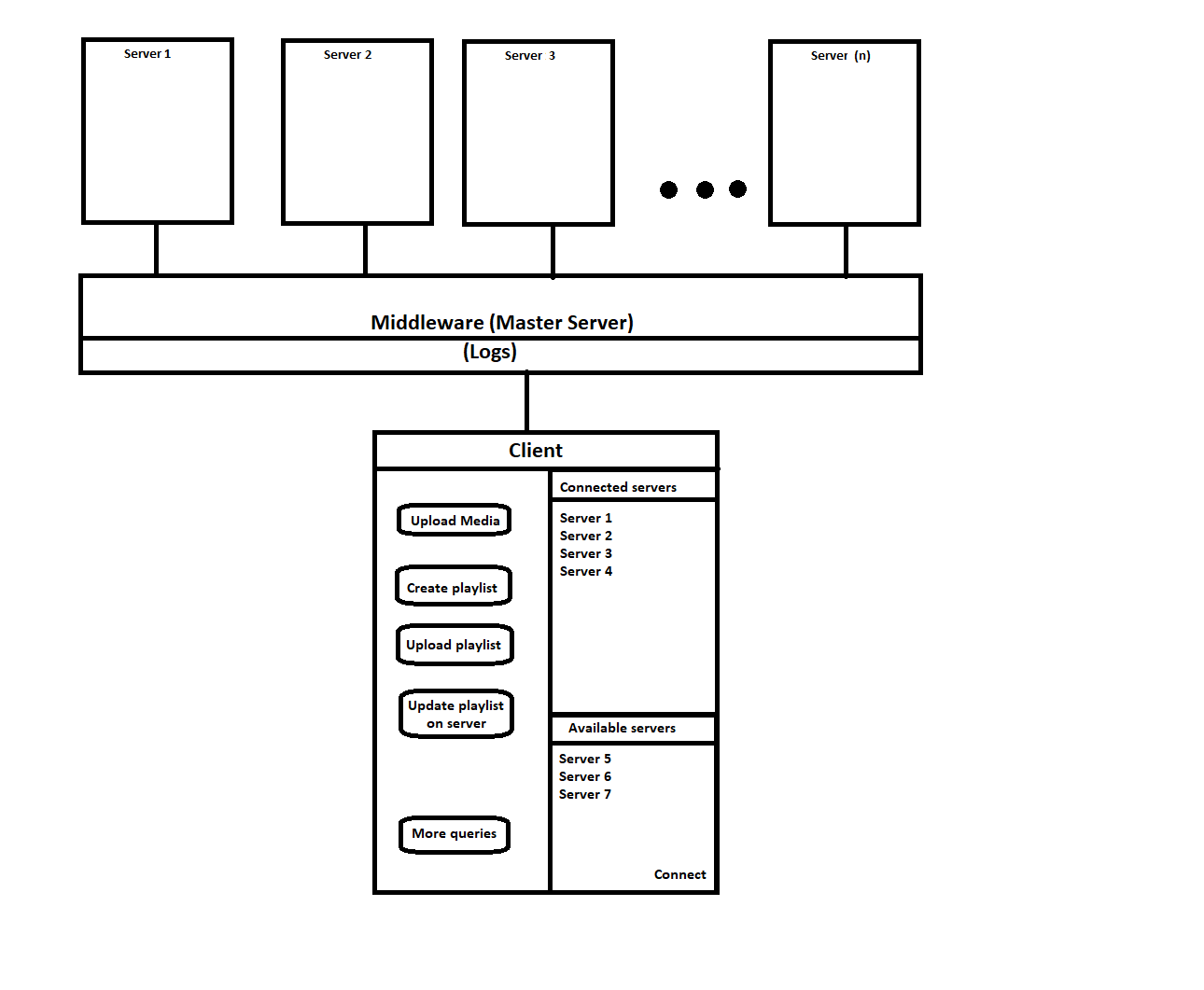
Working:

There will be a middleware which will help to communicate with each server.

Each server will subscribe to the master server(middleware) and client will get notified of the availability of the new server then client can connect to that server. Client will have a list of all connected servers from there it can query a single server or multiple server (broadcast). Client will query the middle ware with the destination address of destination server and after that middleware will take care of that.

The client will ask master server to upload files to the destination server and client will also provide playlist having information of tracks, duration, priority and count of an add to be played by the server. Client can add/remove videos from desired server and can also change the playlist. All servers will be console app based.

**Sample screenshot:**



Language:

we will using C++ or c# or PHP.