

**Project Proposal**

**OOAD**

# **Parallel and Distributed Computing**

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## Description

The project is a client-server application. The server will provide a media-list to client which a client can play or download. These media files can be downloaded via WIFI or Ethernet or Internet. The client-server characteristic describes the relationship of cooperating programs in an application. The server component provides a media list containing media files to clients which initiate requests for such files to download or play. Media files are content in audio, video and image formats.

## Tool /Language to be used

**Visual Studio** platform will be used

**C#** language will be used

**Features**

* Server end Manage playlist and upload media files
* And on client side it will show ,play and download show media list.
* image files(jpeg,png) , audio files(mp3, wma),
* And video files(avi, flv,wmv,mp4,3gp)
* These category of media files will be upload and download in media list

## Life cycle model

We are using SDLC model that begin at system level and progress through analysis, design. Coding, testing, implementation and maintenance. A process model for software engineering is chosen based on the nature of the project and application, the methods and tools to be used and the control and deliverables that are required. We are using linear sequential model for software engineering

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## Scheduling

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | oct | | | | Oct/nov | | | | | nov | | | | | |
| Requirement Gathering |  | |  | |  | | | | |  | | | | | |
| Analysis |  | |  | |  | | | | |  | | | | | |
| design |  | | | |  | |  | | |  | | | | | |
| coding |  | | | |  | |  | | |  |  | | | | |
| testing |  | | | |  | | | | |  |  | | | |  |
| implement |  | | | |  | | | | |  | | | | |  |
|  | W1 | W2 | W3 | W4 | W1 | W2 | | W3 | W4 | W1 | | W2 | W3 | W4 | |

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