**Distributed Operating Systems Project-IV**

Twitter Engine Part I using Elixir

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Features Implemented

1. Simulate periods of live connection and disconnection for users.
2. Simulate a Zipf distribution on the number of subscribers. For accounts with a lot of subscribers, increase the number of tweets. Make some of these messages’ re-tweets

Instructions:

* Command to run the program:

run mix escript.build

* To start the server and client simulator :

escript twitter <num\_user> <num\_password>

* Functionality Explanation: In addition to implementation before
  + The user logs out of the server with a probability of 20% and waits for a random amount of time before logging in again
  + The zipf distribution is implemented as part of client initialization code