

# DOSP Project 4 Part 2 Readme Document

## Group Members:

Joseph S Rayan, (UFID: 61022245), josephsrayan@ufl.edu  
Sai Krishna Anugu, (UFID: 42266064), saikrishnaanugu@ufl.edu

## Contents of project4\_1.zip:

Project4\_2/twitter\_server/ebin/engine.beam  
Project4\_2/twitter\_client/ebin/client.beam  
Project4\_2/twitter\_server/src/engine.erl  
Project4\_2/twitter\_client/src/client.erl  
Project4\_2/twitter\_client/src/twitter\_client\_app.erl  
Project4\_2/twitter\_client/src/twitter\_client\_sup.erl  
Project4\_2/twitter\_client/src/twitter\_client\_handler.erl  
Project4\_2/twitter\_server/src/twitter\_server\_handler.erl  
Project4\_2/twitter\_server/src/twitter\_server\_app.erl  
Project4\_2/twitter\_server/src/twitter\_server\_sup.erl  
Project4\_2/twitter\_server/html/login.html  
Project4\_2/twitter\_server/html/register.html

## Project Overview:

The aim of this project is to simulate a Twitter Bot using Websockets and JSON APIs

## Usage Guidelines:

- 1) To start the Twitter Engine,

- a. Input: engine:start()

```
(engine@RayanMBP)1> engine:start().
```

- b. Welcome to the new Twitter Service!

- 2) To start a client

- a. Input: client:start()

```
[(client@RayanMBP)1> client:start().
```

```
New Client connecting
```

- b. connection request to server sent

Refer to Report for more information on design details.