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glokkbewm | <https://github.com/glokkbewm/commaudio>

CommAudio

User Manual

COMP4985 – Final Project

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# Introduction

CommAudio is a final project designed and developed by Krystle Bulalakaw, Oscar Kwan, Eunwon Moon, and Gabriel Lee. The application is developed using Windows sockets programming techniques to transfer sound data using TCP/IP protocol suite.

The interface is built in Qt where is it connected with Win32 API. A server and client application is built where the server can have multicast abilities to stream music to multiple clients. Server is able to select from a playlist to stream from.

# Getting Started

## Prerequisite

1. Install Qt via <http://www.qt.io/download/>
2. Select the open source version for a free download and install it including Qt Creator

## Compilation

## Execute

<Words>

# How-To

<Words>

## Client

<Words>

## Server

1. Begins by launching the server application and click **Connection->Join Multicast**
2. Input the correct IP address and socket and click Connect
3. Go to the playlist, grab the songs and double click one of the songs to play
4. Click the play button to start streaming

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<Pictures (maybe)>