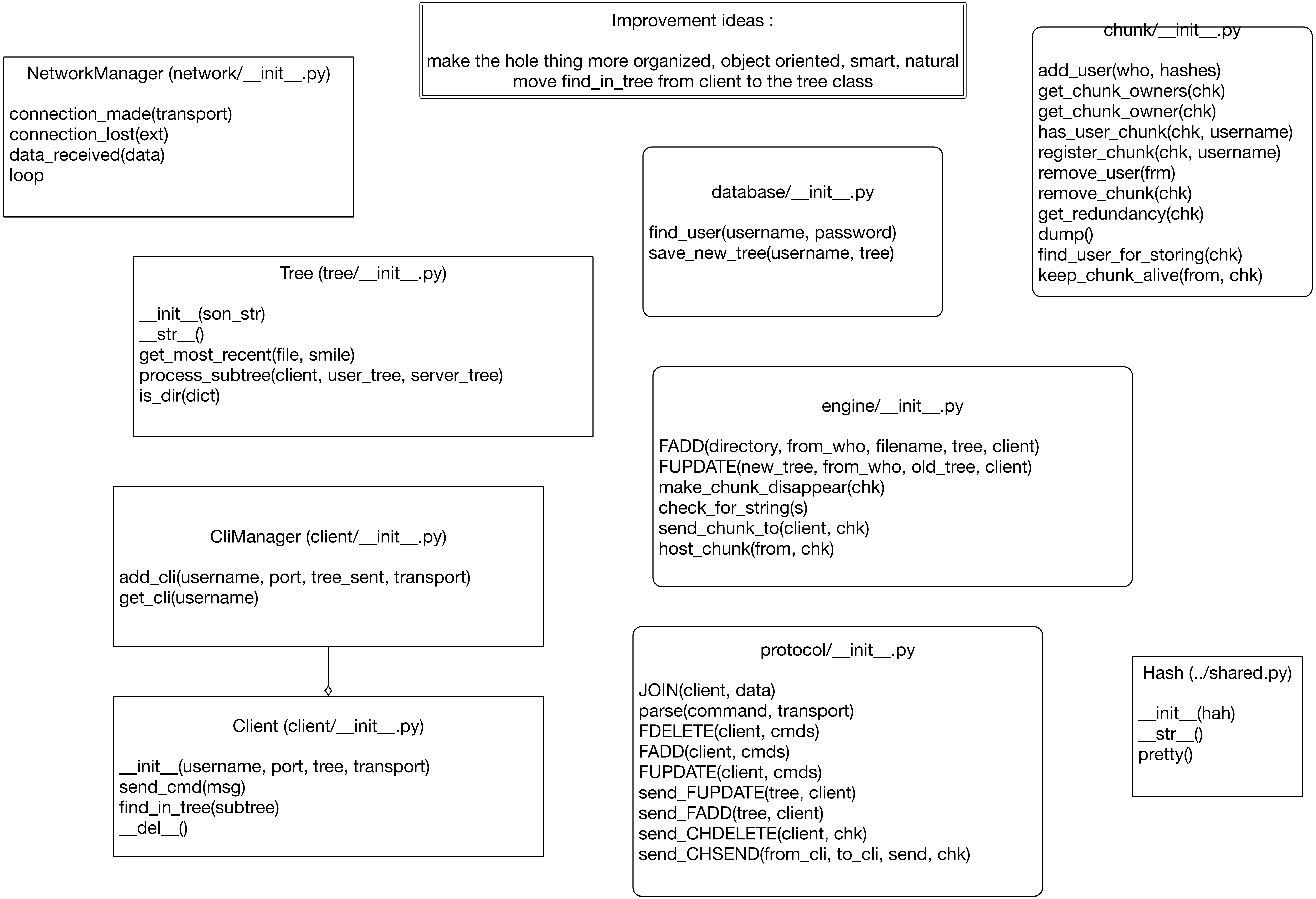

Improvement ideas :

make the hole thing more organized, object oriented, smart, natural
move find_in_tree from client to the tree class

NetworkManager (network/__init__.py)

connection_made(transport)
connection_lost(ext)
data_received(data)
loop

chunk/__init__.py

add_user(who, hashes)
get_chunk_owners(chk)
get_chunk_owner(chk)
has_user_chunk(chk, username)
register_chunk(chk, username)
remove_user(frm)
remove_chunk(chk)
get_redundancy(chk)
dump()
find_user_for_storing(chk)
keep_chunk_alive(from, chk)

database/__init__.py

find_user(username, password)
save_new_tree(username, tree)

Tree (tree/__init__.py)

__init__(son_str)
__str__()
get_most_recent(file, smile)
process_subtree(client, user_tree, server_tree)
is_dir(dict)

engine/__init__.py

FADD(directory, from_who, filename, tree, client)
FUPDATE(new_tree, from_who, old_tree, client)
make_chunk_disappear(chk)
check_for_string(s)
send_chunk_to(client, chk)
host_chunk(from, chk)

CliManager (client/__init__.py)

add_cli(username, port, tree_sent, transport)
get_cli(username)

Client (client/__init__.py)

__init__(username, port, tree, transport)
send_cmd(msg)
find_in_tree(subtree)
__del__()

protocol/__init__.py

JOIN(client, data)
parse(command, transport)
FDELETE(client, cmds)
FADD(client, cmds)
FUPDATE(client, cmds)
send_FUPDATE(tree, client)
send_FADD(tree, client)
send_CHDELETE(client, chk)
send_CHSEND(from_cli, to_cli, send, chk)

Hash (../shared.py)

__init__(hah)
__str__()
pretty()