Auction system

You are about to write a client/server program using socket programming. The program should be able to handle multiple clients' connections and single server.

In the program, the server initially should offer an item for sale and an initial price, and a time out for sale. The server expects multiple clients to connect to it and do bidding on the price.

The clients can: 1) see the current highest price of the item

2) offer higher price for the item

3) see the remaining time for the item

Each time a client bids with a higher price, the timer starts counting again. If nobody offered a price for the time out period, the item will be sold to the client with the highest price.

Bonus one (2 points bonus): if the client and the server are written in different programming languages, for example Python and Java

Bonus two (2 points bonus): if you built a nice graphical user interface for the server and the client.

Bonus three (2 points bonus): if you submitted it before 5/8

Policies:

This is a group based project, each group must be composed of two students. Both students should know every part in the project

Submission should be before 8/8

There will be a discussion session for each group. You will not get any point without discussion.