1. Server side: (node.js)

Modules required: socket.io, three-obj

Usage: go into cmd. Run node server.js

Functions:

first part: http server:

- get the type of request file for the head of http: funGetContentType()

- build server: funWebSvr()

- libHttp.createServer()   webSvr.on()   webSvr.listen(): run the server

second part: getting request of client, deal with files and send.

- SendData():get a file name and send to client, **don't need to use now.**

- ReadFileAndSendData(): get the require and send the file to the client

- FindIFCAndCreateOBJ():judge whether a file exists. Transform a ifc file

  to obj file.

- ReadFiles():read the ifc and obj file then use DevideObj function, you

  have to use FindIFCAndCreateOBJ to make sure ifc and obj exist.

- DevideObj():get the file name and divide into smaller objs

- objToJson():transform obj to json

Attention: this functions must be used in ordre.

2. Client side

Functions:

- sendRequest(): if you want to get 1.ifc, call sendRequest("1");

And then you can get jsons in Jsons/1/

- socket.on('server_data', function(data): get data from server.