WATCH ALONG
V1.0.0

Inspiration - Lag free, ~0 ms Latency, on the go File Sync

Mainly two types of users: -

a. On different IP's → Each node gets their own data.
b. On the same IP → 1 node gets the data, and it is shared among other nearby peers (On the same IP).

Factors affecting the transmission (based on where the input is located): -

File on: -

1. Distant Node (Not on same IP) transferred to Distant Node
2. Distant Node transferred to Nearby Node (On the same IP)
3. Nearby Node transferred to Distant Node
4. Nearby Node transferred to Nearby Node

Methods used (Transfer Method)

Case 1 - DN → Private IP (VPN) → DN
Case 2 - DN → Private IP (VPN) → NN → HTTP Server → NN
Case 3 - NN ← HTTP Server ← NN → Private IP (VPN) → DN
Case 4 - NN → HTTP Server → NN

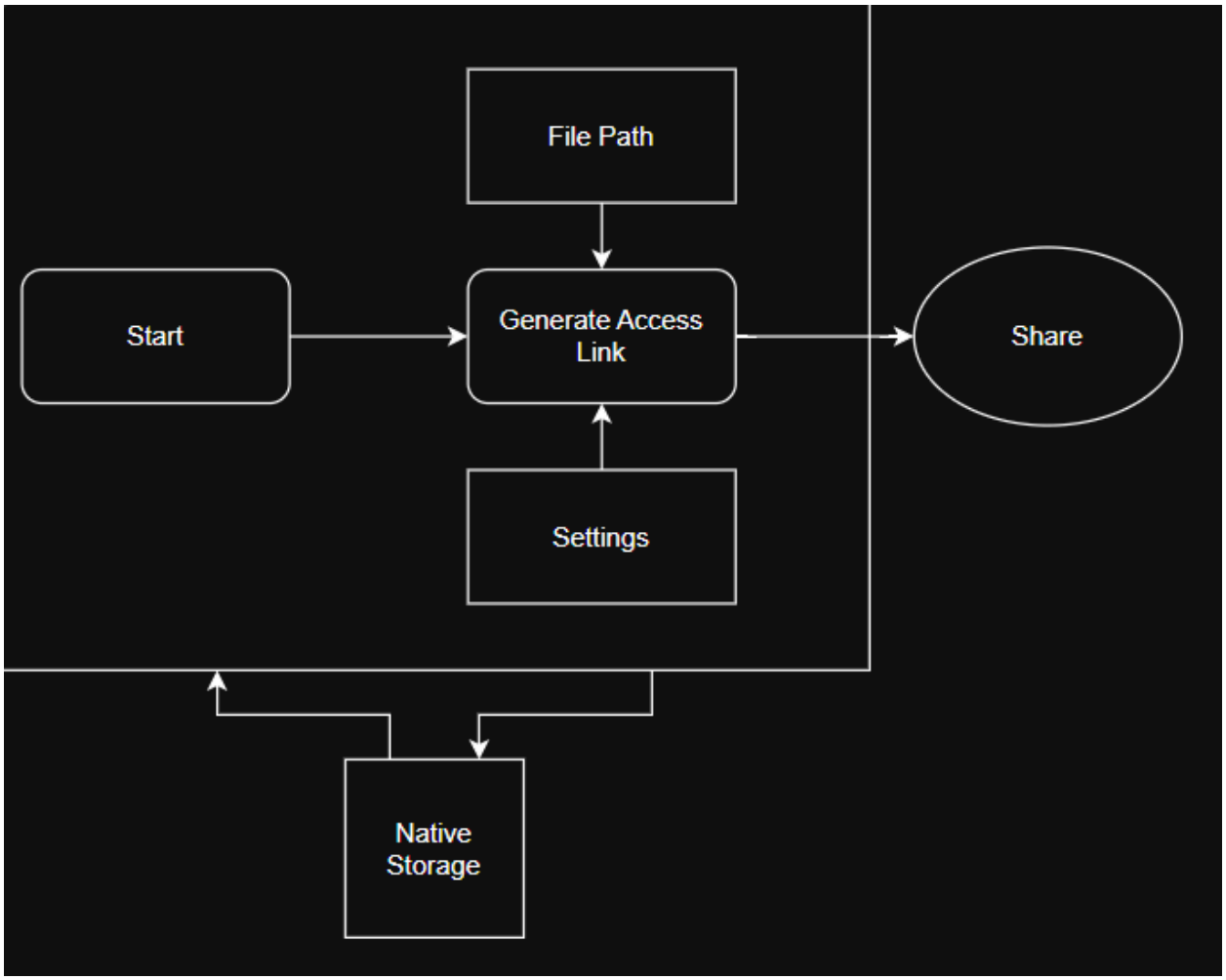
*To be implemented in V1.0.0 **To be implemented in V1.0.1

Software Details: -

a. Host Node - Broadcaster (Access Provider)
b. Peer Node - Receiver (Accesser)
c. Host Node - Planner

*To be implemented in V1.0.0 **To be implemented in V1.0.1

Broadcaster Details: -



Receiver Details: -

Trivial Case - Access the Access Link

Working: -

- Host Shares an “Access Link” after setup*
- The access link carries certain information regarding the IP of host (The link is encrypted for security purpose)
- Client access through that link
- As soon a client joins the host is requested to add the IP of new client node
- Recursively distribute the list of available IPs among the peer group (Distribution Algorithm)**
- For any operation on the client side, a request to perform a similar operation on other nodes would be invoked.

Setup on the Host Node: -

Mount the folder containing the file using subprocesses.

Setup on the Client Node: -

Read the file from the shared link.