# Modifications Made to Project Code for Second Demo

## 1. Changes in ClientGUI.py

### 1.1 Removal of Button State Control Functions:

The following functions were removed because we were handling them in a wrong way, and it was not necessary feature on the code. With that change our first problem is solved which is “Clients can connect back but can't act on files (-2)”.

def disable\_buttons():

connect\_button.config(*state*="disabled")

disconnect\_button.config(*state*="disabled")

upload\_button.config(*state*="disabled")

list\_button.config(*state*="disabled")

download\_button.config(*state*="disabled")

delete\_button.config(*state*="disabled")

def enable\_buttons():

connect\_button.config(*state*="normal" if not connected else "disabled")

disconnect\_button.config(*state*="normal" if connected else "disabled")

upload\_button.config(*state*="normal" if connected else "disabled")

list\_button.config(*state*="normal" if connected else "disabled")

download\_button.config(*state*="normal" if connected else "disabled")

delete\_button.config(*state*="normal" if connected else "disabled")

Instead we added two additional lines to connect\_to\_server and disconnect\_from\_server functions for only disconnect and connect buttons visibility ;

connect\_button.config(state="normal")  
disconnect\_button.config(state="disabled")

### 1.2 Addition of on\_closing Function:

We added a new function to handle proper disconnection when the application is closed, because in our old code when cross icon clicked on the client-side client were not disconnecting properly. By adding that function we made disconnection robust. And the error “Window closing affects other user's connection (-2)” is solved.

def on\_closing():

disconnect\_from\_server()

root.destroy()

*# Linked to window close event*

root.protocol("WM\_DELETE\_WINDOW", on\_closing)

## 2. Changes in ServerGUI.py

No change is made on the server side.