SAE 302: Developing communicating applications

Client Documentation

Language: English

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First Version

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1. Introduction

This documentation is customer documentation. It aims to help the client to operate the client file which is called "GUI.py"

2. Installation of tools

In order to use the client without problems, you must first install the libraries used in this program.
To install these packages we will use pip. If you don't have pip you can install it with this command:

 # python3 -m pip install

Once done we will install the packages used

```
import socket
import sys
from PyQt6.QtWidgets
from PyQt6.QtCore imp
import threading
```

Here you have to install PyQt6, socket and threading. For this we will use the command:

 # pip install pyqt6

If this does not work, you can refer to one of the commands below:

```
terminal

pip install pyqt6

# 📌 for Python 3
pip3 install pyqt6

# 📌 if you get permissions error
sudo pip3 install pyqt6

# 📌 if you don't have pip in your PATH environment variable
python -m pip install pyqt6

# 📌 for python 3
python3 -m pip install pyqt6

# 📌 alternative if you get permissions error
pip install pyqt6 --user
```
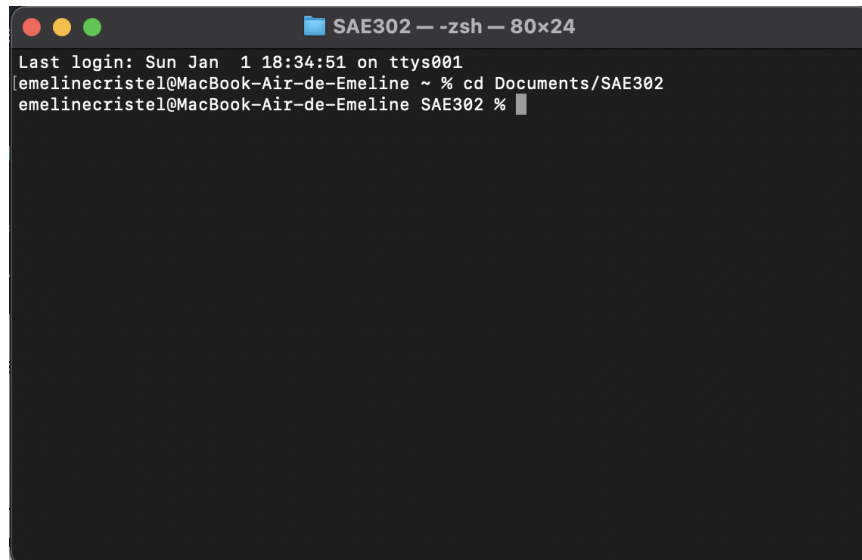
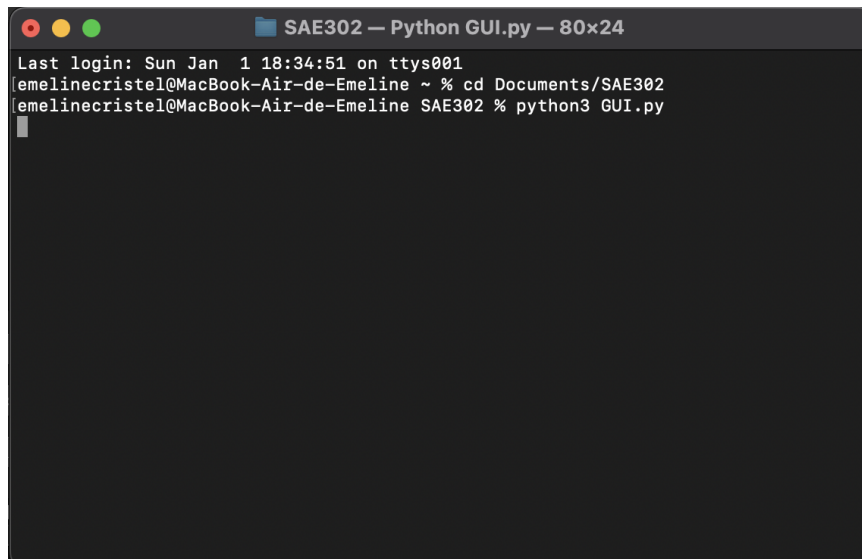Do the same for the other packages to install.

3. Client use

To use the client, you must first launch it. To do this, open a terminal, access the directory where there is the client file.

Then you can run the file with the command:

#python3 GUI.py

Once launched, this window will open:
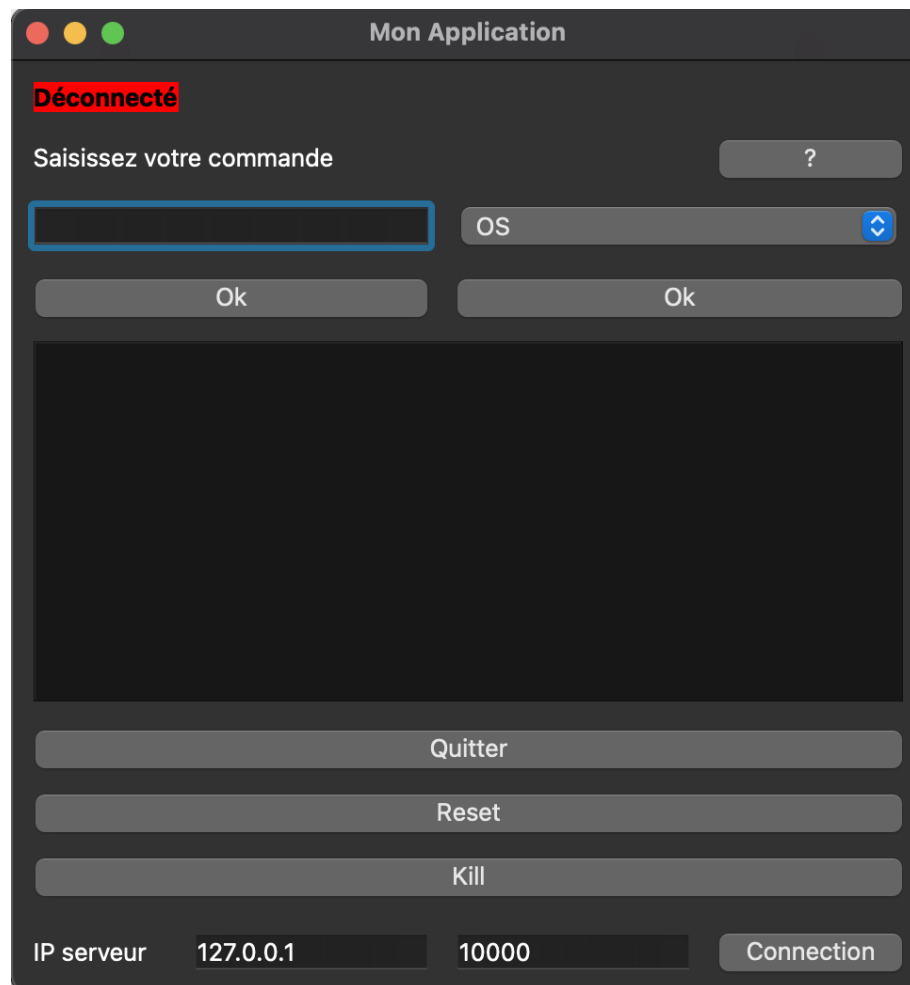
You will therefore be able to connect to a server if it is open. To connect, simply enter your ip address and port at the bottom of the window and press connection.

And now you can communicate with the server and send it commands.