In our main directory is a Makefile, this readme, a testcases.txt file, a server directory, The d a client directory. The server directory contains WTFserver.c and the client directory contains WTF.c. Executing make in the main directory will produce an executable in both the server and client directories.

To test these programs you must cd into each directory using separate terminals and run them simultaneously. The server program will be run using ./WTFserver <port number> and the client will be run using ./WTF <command> <project name> <…>.

Example:

Terminal 1: cd server

Terminal 1: ./WTF 8000

Terminal 2: cd client

Terminal 2: ./WTf add project1 test.txt

Our server program runs using threads. Whenever a new client connects, a thread will be created to handle communications with the client. Meanwhile, the main execution of the server program will continue listening for more client connections. This way, multiple clients can be connected to the server at once. Additionally, we implemented mutexes so that competing changes couldn't be made to the repository.

*** For some reason I believe our checkout function requires the .Manifest file on the server side to end with a newline character. It works like a charm with the newline at the end so if you could be lenient with that it would be greatly appreciated :)