**\*חשוב: כדי להריץ את הפרוייקט ענה עקוב אחר ההנחיות ב:**

**How to install.txt**

Project description:

This project contains three main parts:

-Simulator: Written in html and javascript (vanilla), this part creates random flight objects and sends them to the server using the server’s web api with a POST request.

-Server: Written with Node.js for its async capabilities, this part contains the server layer with socket.io to update the client from the server’s side and web api to get flights from the simulator and to send logs to the client.

The logic layer, that is responsible for all the decisions of moving flights to maintain fluid transfers across

the processes.

The data access layer, that is responsible for creating and updating the db(log) with sqlite.

-Client: Written with React.js, this part is the UI of the application. It shows the lists of flights in each leg by being updated constantly by the server using socket.io, and also shows the log using GET request to the server web api, and the server get the data from the db.

Technologies:

Socket.io

Sqlite.

React.js

Node.js

Web api(express/ http libraries)

Promises(for all the async operations)

\*As written in the instructions for this project, there is no “weight” to the aesthetics of the UI.