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User manual

There are 6 UDP server files one and 2 TCP files one master server and the other master client.
All the UDP server must be running when trying to use the TCP applications.

How to compile

I have added a makefile that would make the compilation of the files much easier.
If makefile is not used, then every file can be run with the following command:

g++ nameOFfile.cpp -O2 -o nameOfexecutable

However, if makefile is used there are 4 ways to compile

1. Use *make main* to compile the to main TCP files.
2. Use *make micro* to compile the 6 UDP files.
3. Use *make "name of the file eg. mianserver"*. This can be done when wanting to compile a single file
4. Use *make all* to compile all files at once

There is also *make clean* to get rid of unwanted files like.o files

Configure

There is nothing to configure to tun the applications. However, in case the servers are not binding correctly then just go inside the mainserver.cpp and mainclient.cpp and change to port number constant to your liking.

Use

To use the application first execute all the UDP files and make sure they are running.
Then execute the mainserver file and then the mainclient file in that order.
When everything is running just read the menu printed by the mainclient and play with the options.
One minor issue i didn't have time to fix is that if you input any non-numerical character or string when prompted "Please enter your selection:", then the application goes into an infinite loop. So make sure you only input numerical character when using that option.

Testing

I ran all these files from my personal computer and from the Linux server and Linux PCs in university. I implemented all the required featured for the assignment but unfortunately couldn't complete the bonus because I kept getting a lot of errors and didn't have time to fix them.