

Nettask

Nettask is an application consist from 2 parts: server and client.

Server is a demon which waits for connection from its clients, gets a number, multiplies it and then backs a result to the clients.

Client has GUI to make some simple settings as: an ip address, a port and a range number, all these are nessosary to connect to a particular server and send it a random number.

In order to check test task you have to make a few simple steps:

1. download *.tar to your «workdir»
2. `cd «workdir»`
3. untar the tar file
- 4 there are 2 subdirectory:
 - server/
 - client/
- `cd server` and use `make`
- `cd client` and use `qmake && make -f Makefile`
5. start `./tsrv` and `./cli` in different consoles
6. observe operation of apps
7. push «exit» button for all clients
8. «ctrl+c» for server to finish its job

PS: There are room for improvement in nettask but perfect case may be reaching endless.
Server has hardcore port implimentation, I'll improve it only in next version, if it is nessosary.
Nettask was build on gcc 4.8.5 version (compiler needs C++11 standard support)
It was tested with localhost only, please inform me if something wrong or not undanstandable.