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This project is completely runnable on python 3.8.3+, with packages requests and flask installed via pip or available in the environment.

``pip install flask``

``pip install requests``

There are two processes, Server, and a Client.

The file, server.py can be run with the command, **python server.py**

The file, client.py can be run with the command, **python client.py**

server.py starts the server process and opens a socket on port 5000. Make sure that port is free, prior to starting the server. This can be changed on the server.py file, line 131. The server is then waiting for clients to connect to. The server keeps running until the user hits the Quit button the UI. The server displays the active clients on the information panel as they connect and disconnect.

client.py starts the client process and asks the user to choose to upload messages or to check for messages. The client connects to the server with a random username per session of client GUI opened. The client can send requests to server via GUI buttons to add a message to queue or to get all messages in a queue from the server. The client GUI can be exited via the Quit button provided.

Known bug:

Client.py is designed with a mindset that server is always online, and the server location is hardcoded in the client program. For some reason, if the client could not reach the server, there is no option but to retry when the server is up.