

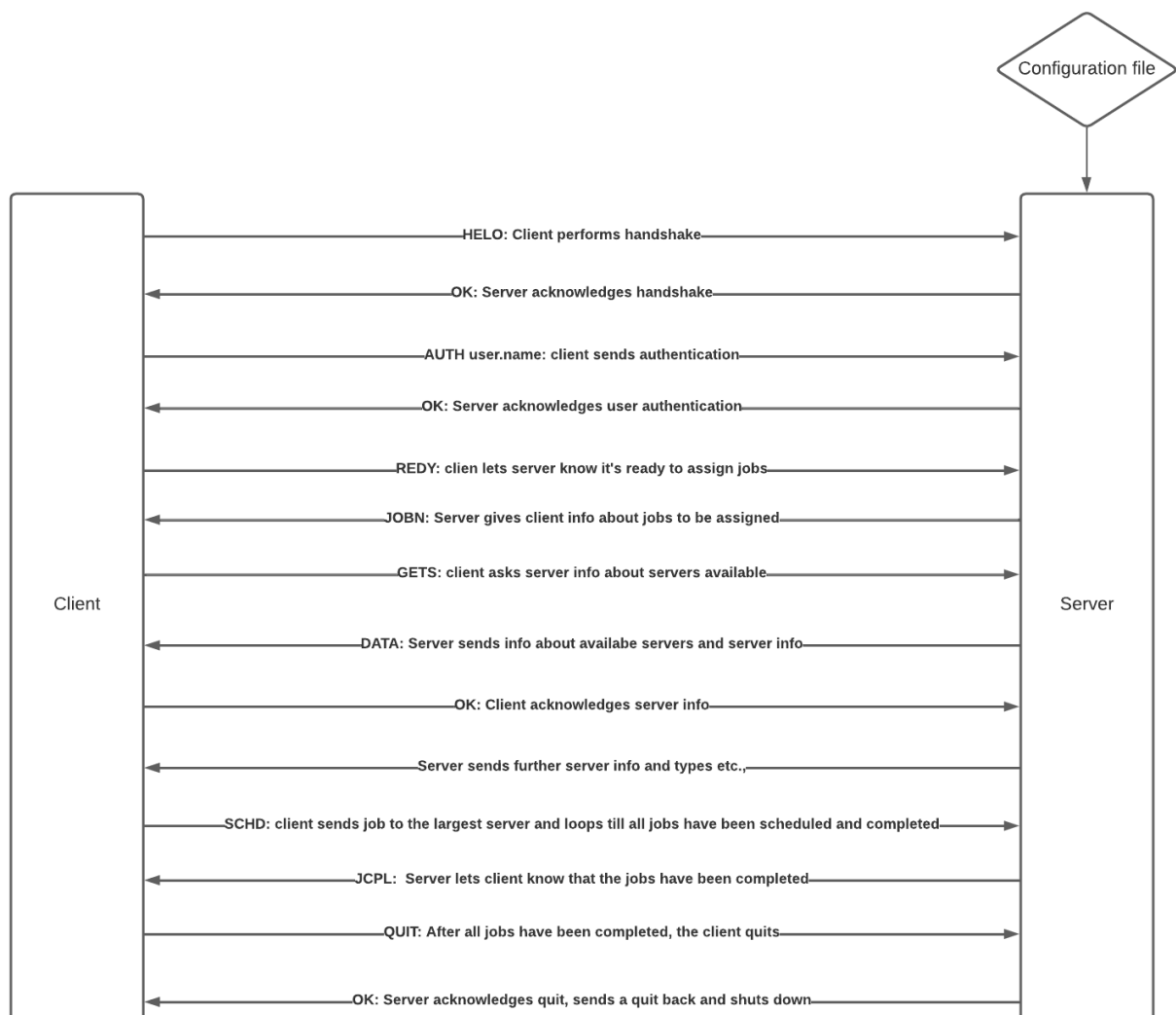
## Section 1: Introduction

In this report I will go into detail about my solution to stage 1 of the Major Assessment. In stage 1, a connection is created between a simulated DS server and a client server. Which involves sending handshakes, server scouting and job scheduling. The purpose of this is to demonstrate how a real life client-server job scheduling would take place. In section 2, I provide a high-level system overview to help understand how the system would work. Section 3 goes into detail about the design of the overall framework, the constraints functionalities etc.,. Section 4 explains the implementation of the solution, libraries involved, technologies used etc.,.

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## Section 2: High-Level Description



### Section 3

Heading 1	Heading 2	Heading 3	Heading 4	...
A	\$100.0			
B	~ \$93			
C	$10^2$			
D	$C_2$			
E	85%			

Table 1: Average Performance.

#### 0.1 Section

Criticism/reflection and improvement suggestions

### Section 4