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Laboratorio de Software Avanzado

Práctica 5

## Incorporación de herramienta de creación de Artefacto

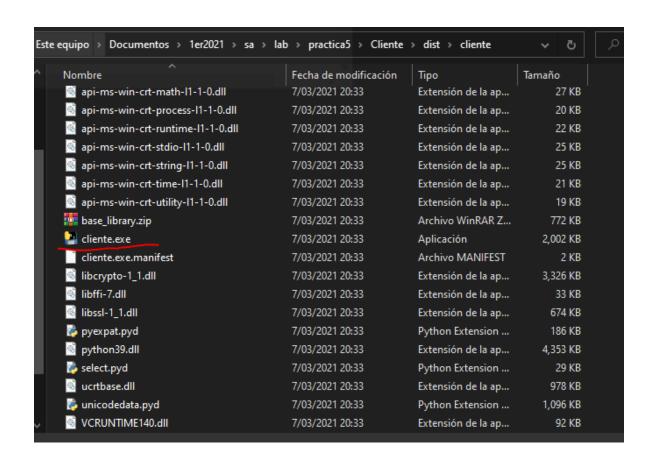
Se instaló pyinstaller para los clientes de Python

### Nos movemos a la carpeta donde se encuentra nuestro programa .py

- Utilizamos le comando pyinstaller cliente.py
- Luego de la instalación es posible generar el dist y build gracias a pyinstaller

```
7111 INFO: Building EXE from EXE-00.toc completed successfully.
7114 INFO: checking COLLECT
7114 INFO: Building COLLECT because COLLECT-00.toc is non existent
7115 INFO: Building COLLECT COLLECT-00.toc
8179 INFO: Building COLLECT COLLECT-00.toc completed successfully.
PS C:\Users\Moino\Documents\1er2021\sa\lab\practica5\Cliente>
```

Luego podemos observar en la carpeta dist el artefacto que genero .exe

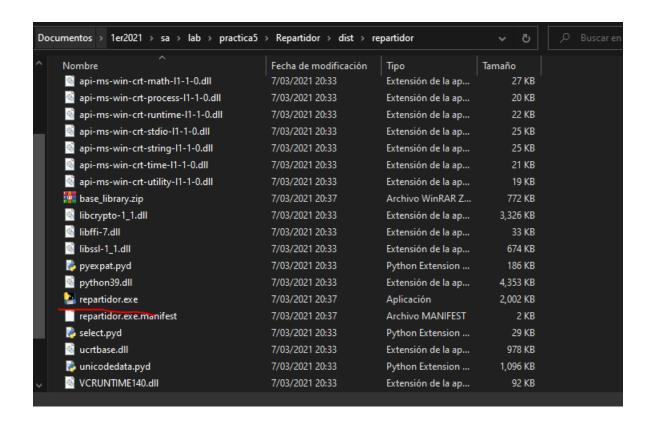


#### Realizamos el mismo proceso para el cliente de Repartidor

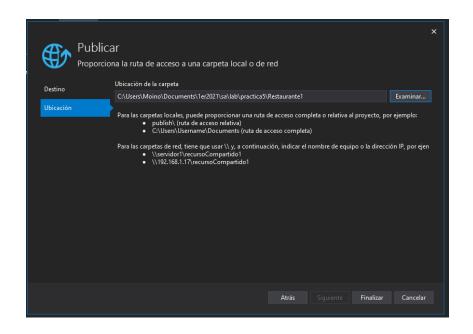
5374 INFO: Appending archive to EXE C:\Users\Moino\Documents\1er2021\sa\lab\practica5\Repartidor\build\repartidor\repartidor.exe
5387 INFO: Building EXE from EXE-00.toc completed successfully.
5390 INFO: checking COLLECT
5391 INFO: Building COLLECT because COLLECT-00.toc is non existent

5391 INFO: Building COLLECT COLLECT-00.toc
5693 INFO: Building COLLECT COLLECT-00.toc completed successfully.
PS C:\Users\Moino\Documents\1er2021\sa\lab\practica5\Repartidor>

# Artefacto generado



### Generando artefacto en C# de Restaurante



### Generación de artefacto en C# de ESBRestaurante