

159.352 Computer Work I

PART B: Usage Report

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Step 1:

This web server project is built using python 3.7. I cannot guarantee that it will run properly on any other version of python.

In order to start the servers on your local machine the following packages must be installed:

1. requests
2. requests-cache
3. json
4. datetime
5. calendar
6. _thread
7. Socket

Packages 1 and 2 will need to be installed in cmd using the command:

```
pip -install <package-name>
```

where <package-name> is substituted with the appropriate package, or you can install them in a virtual environment of your choice.

Packages 3-7 should already be pre-installed with Python, however if they are not then they can be installed the same way as packages 1 and 2.

Step 2:

Once you have step 1 completed, you should now be able to run the servers.

1. Open the Assignment-1 folder
2. Open the User folder that you would like to run
3. Locate the Server.py file
4. Either run the command "python Server.py" in this folder with command prompt, or open the file in your choice of python IDE and run from there.
5. You should see a print out to the console saying "The server is ready to receive messages" as well as the port number that the server is running on

Step 3:

Once you have the server running you can now interact with it. Open a browser of your choice. In the address bar type in "localhost:<port-number>/update.html" where port-number is the number that was printed to the console.

You will be greeted with the update page which will allow you to enter status updates and post them to your friends.

If you want to view your friend's latest status updates and like them, you will have to repeat step 2 for each friend you wish to view (e.g. the User2 and User3 folders)

Once you have the other User's servers running you can visit the address "localhost:<port-number>/friends.html". You will be shown a page with your friends latest status update and the ability to like them.

Additional Information:

These servers were designed to all be run on one local machine.

If you wish to add a User then you will need to create a new directory in the Assignment-1 folder and copy all contents from inside User1 Folder into the new folder. Open Server.py in a text editor and change the port number to something unique (I have used 8082, 9082, and 10082 for the already existing users). If you want you can remove the "profile.jpg" image and replace with your own image, however it must be named "profile.jpg". You will also need to alter the "friends.json" file to point to the other Users. Finally you will need to go into each User that already exist and update their "friends.json" file to include the new User you have created, if you wish.

If you wish to reset the likes so that you can like again, you can simply open the "status.json" file for the User you wish to reset and delete the entries in the "likes" object.

Data is cached locally for 60 seconds when request are made. This means that if you load the friends.html page when all friends are online and then some go offline, the friend will still show up on the page with their latest status until the 60 seconds has gone by.