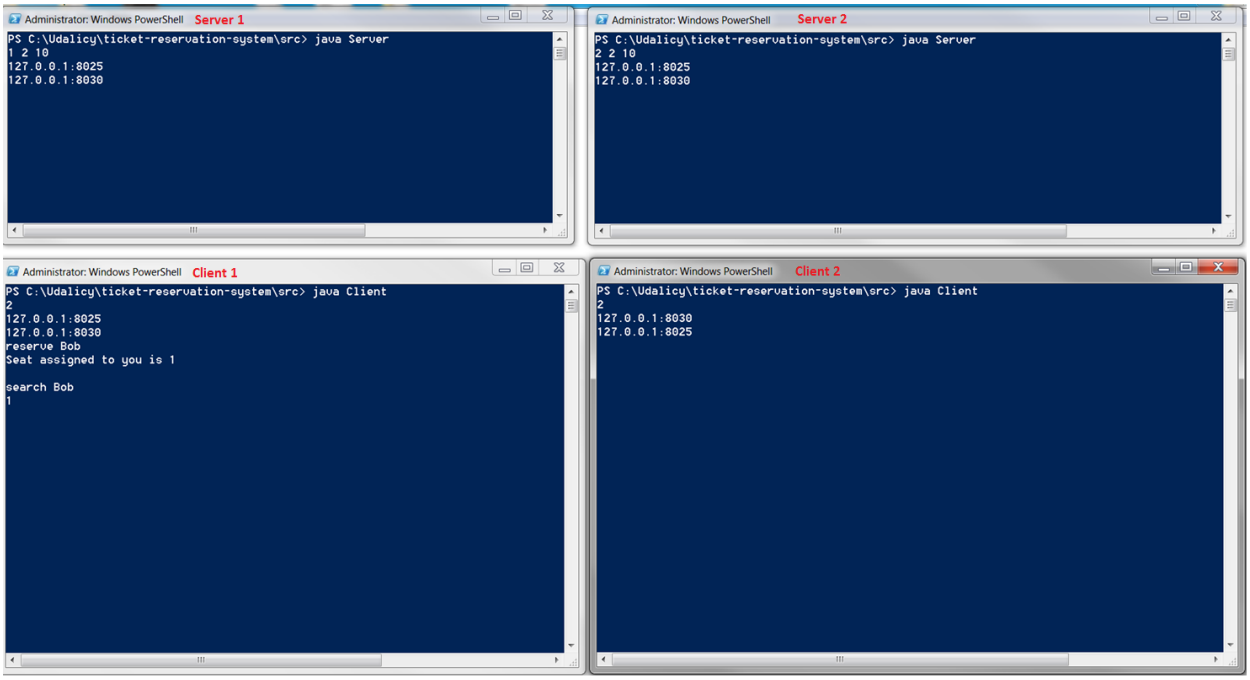
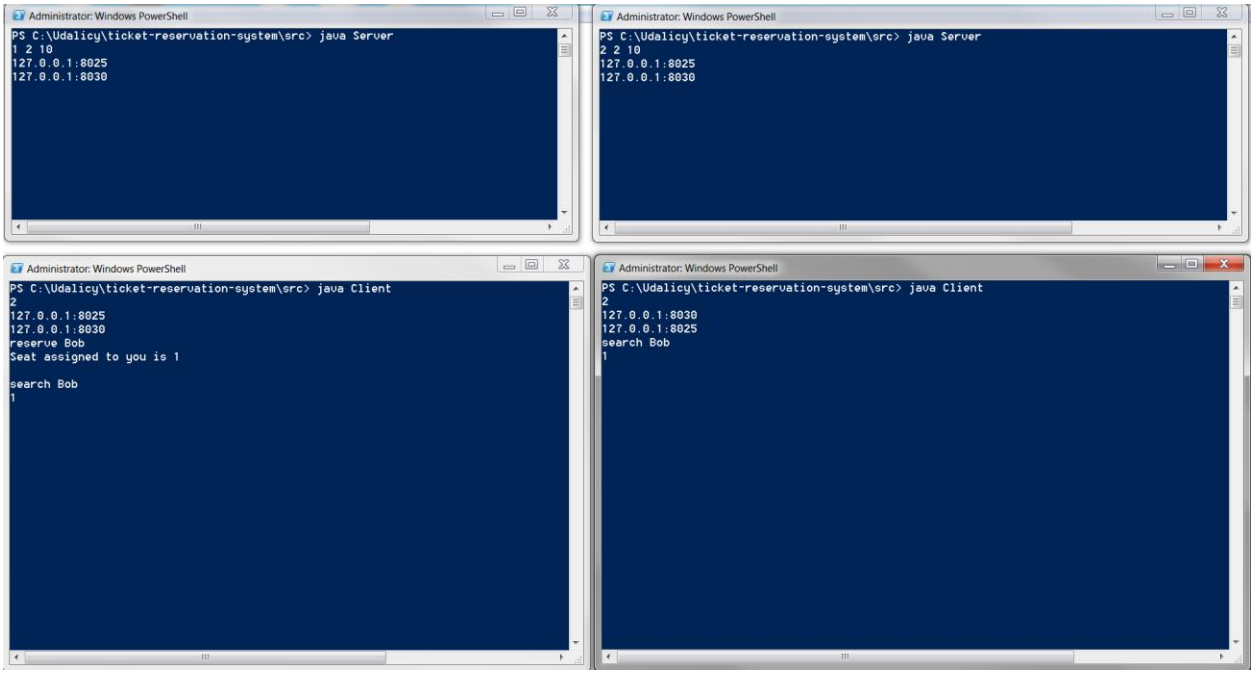
Demo fault-tolerant client-server ticket reservation system

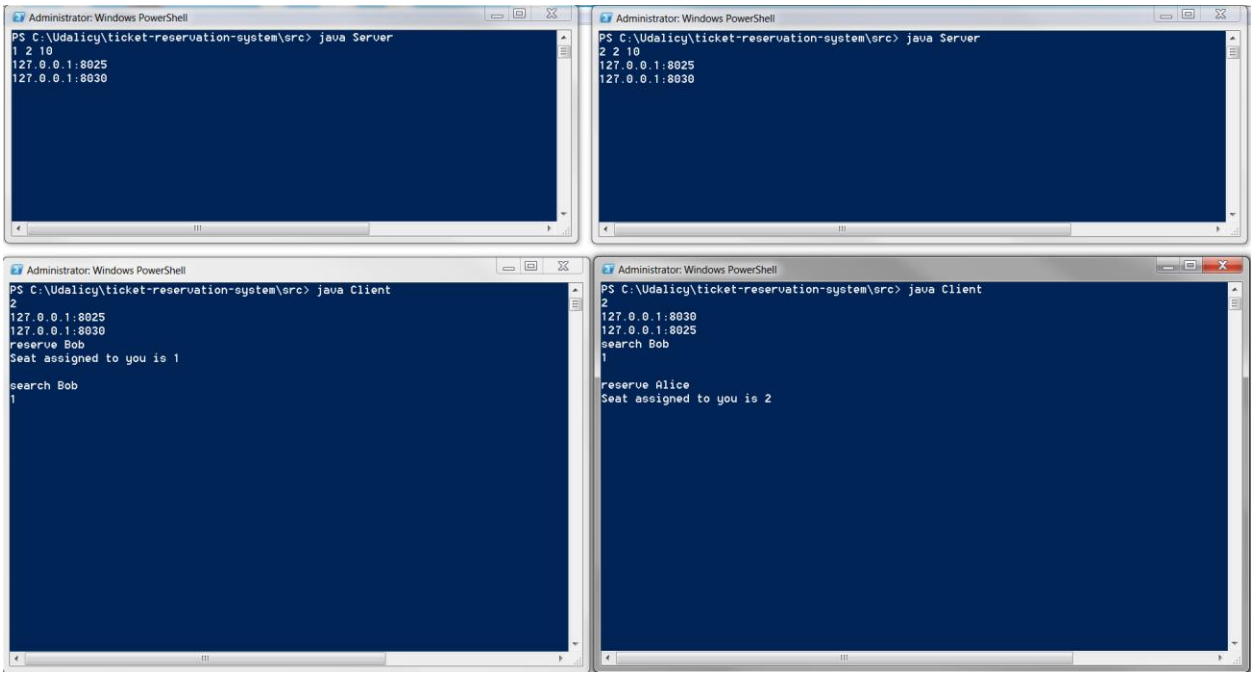
1. Started 2 servers and 2 clients: client 1 is connected to server 1; client 2 is connected to server 2.
   - Server 1:
     - <serverId> <total#Servers> <total#Tickets>
     - <ip>:<port> (id and port of serverId 1)
     - <ip>:<port> (id and port of serverId 2)
   - Server 2:
     - <serverId> <total#Servers> <total#Tickets>
     - <ip>:<port> (id and port of serverId 1)
     - <ip>:<port> (id and port of serverId 2)
   - Client 1:
     - <total#Servers>
     - <ip>:<port> (ip and port of the closest server: serverId 1)
     - <ip>:<port>
   - Client 2:
     - <total#Servers>
     - <ip>:<port> (ip and port of the closest server: serverId 2)
     - <ip>:<port>



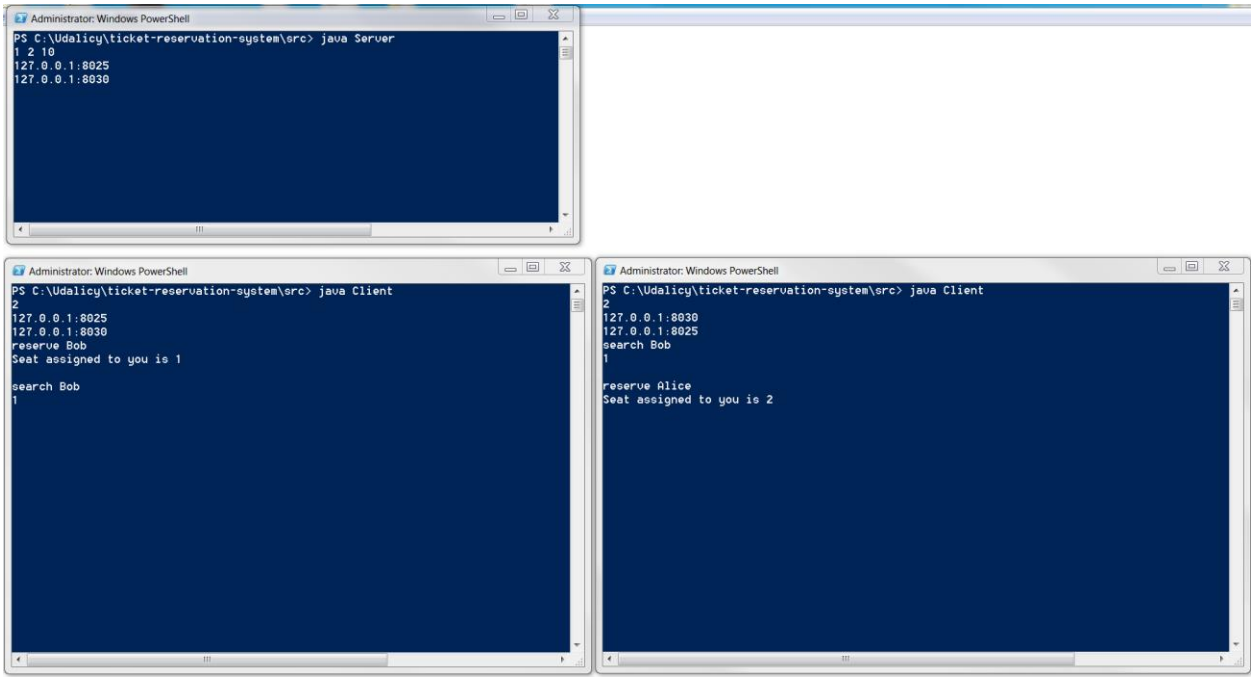
2. Server 1 and server 2 have the same seat information:



3. Client 2 is connecting to server 2 and reserves a seat for Alice:



4. Server 2 is down:



5. Client 2 is connected to its next closest available server (server 1) to retrieve Alice's seat information: