Socket Programming

Team Members:

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List of relevant files:

- ipHexToString.h
- ipStringToHex.h
- FileMeshNode.cpp
- User.cpp
- README.pdf

Compilation Instructions:

- To compile the FileMeshNode.cpp file,
    g++ -o node FileMeshNode.cpp
- To compile the User.cpp,
    g++ -Wall -w -o user User.cpp -lcrypto –lssl

Running Instructions:

- We have 2 executables: node, user.
- Before running them, please ensure that FileMesh.cfg is in the current directory.
- Run the nodes on the respective (which match the IP address) machine(s) with the node id as argument **on different terminals**.
    Ex-> ./node 0 (will run node with id 0)
- Now, to run the user program:
    ./user

Note:

- For a node, the folder will be created in the current directory.
- This folder will be present even after the program has completed execution.