

# Rapport Projet PC2R 2018-2019

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## Manuel

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Unzip the thing

### Installation

Serveur

Start serveur

Client

start client

Utilisation

## Description du projet

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## Elements de concurrences

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```
public Connexion(Socket client_soc, Session session){
    this.client = client_soc;
    this.session = session;
    try {
        in = new BufferedReader(new
InputStreamReader(client.getInputStream()));
        out = new PrintStream(client.getOutputStream());
    }catch (IOException e){
        try {client.close();} catch (IOException e1){}
        System.err.println(e.getMessage());
    }
}
```

```
        return;  
    }  
}
```

```
try:  
    data = self.socket.recv(8192, socket.MSG_DONTWAIT)  
except BlockingIOError: # Nothing to read  
    return  
  
commands = data.decode().split("\n")  
commands = [cmd.split("/") for cmd in commands]
```