**Përshkrimi i Projektit 1**

**Emri i projektit:** Dizajnimi Klient – Server

**Emri i studentit:** Ndriçim Hajrullahu

**ID:** 170714100162

**Data:** 18.04.2019

**Lënda:** Rrjeta Kompjuterike

**Vegla e përdorur:** Microsoft Visual Studio Profession 2018,Kodi i shkruar ne ConsoleApplicaion

**Sistemi Operativ**: Windows 10

**Libraritë e përdorura janë:**

* from socket import \*
* import random , datetime
* from \_thread import \*

**Metodat e përdorura në projekt janë:**

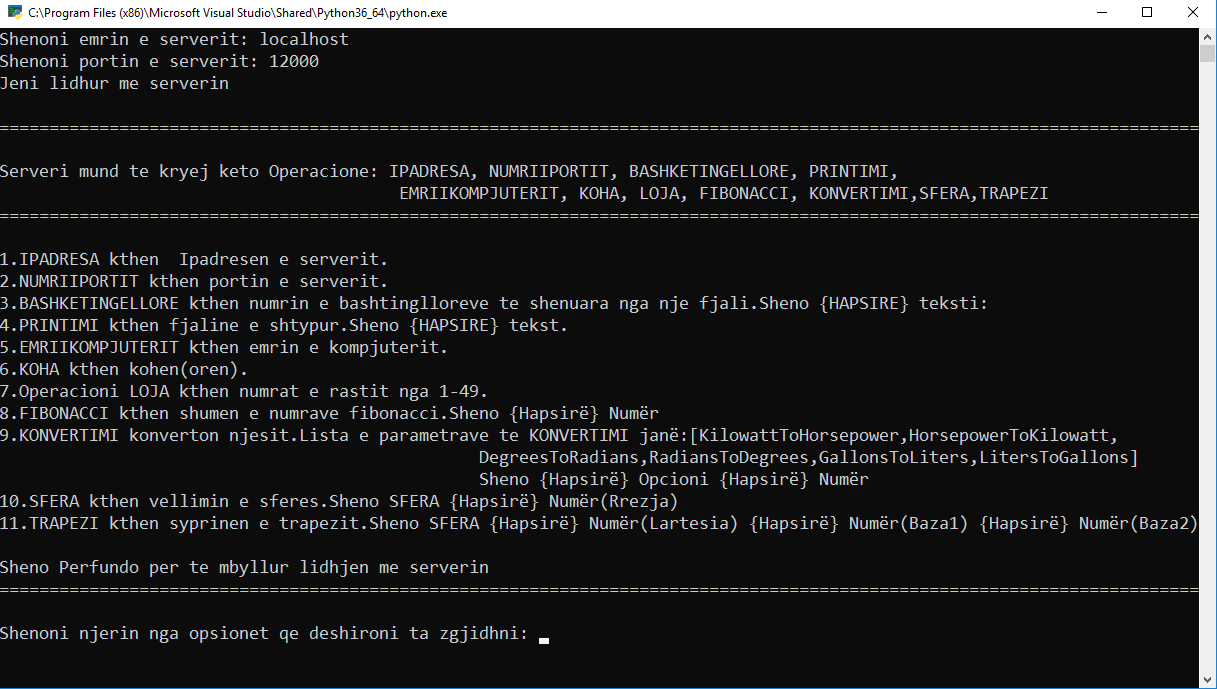
* ipAdresa()
* numriPortit()
* bashketingellore()
* printimi()
* emriKompjuterit()
* koha()
* loja()
* fibonacci()
* konvertimi()

**Metodat e zgjedhura nga unë:**

* sfera()
* trapezi()

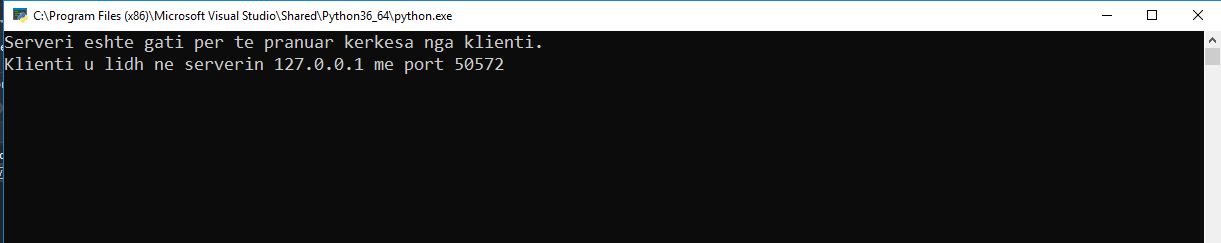
**TCP-Klienti**

**Pamja e consoles së TCP-Klientit**

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**TCP-Serveri**

**Pamja e consoles së TCP-Serverit**

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**METODAT**

**IpAdresa()**

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**NumriPortit()**

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**Bashketingellore()**

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**Printimi()**

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**Emriikompjuterit()**

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**Koha()**

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**Loja()**

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**Fibonacci()**

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**Konvertimi()**

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**Sfera()**

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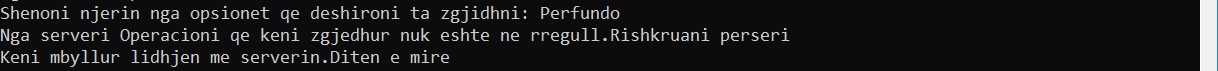
**Trapezi()**

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**Shkruarja gabim**

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**Mbyllja e lidhjes me serverin**

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