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## Software Engineer – Home Assignment

### Scenario:

You are designing a system that involves a cloud-hosted server and multiple on-premise clients (e.g., deployed at restaurants). Each on-premise client resides within a private local network and is not directly accessible from the public internet. Each client maintains a file of approximately 100MB located at:

```
1 # generated file containing a string large enough to reach 100 MB.  
2 $HOME/file_to_download.txt
```

Your task is to design and implement a solution where **the server can download this file from any connected client on demand.**

### Requirements:

1. **Propose and implement a solution** that allows the server to download this file from any connected client.
2. **The server should be able to trigger the download** through either an API call or a CLI command.
3. **Provide code** that demonstrates how the server can initiate and complete this download efficiently.

### Please submit the following:

- Code for both the server and the clients that implement the download process (**GitHub** or **.zip** file).
- A **README.md** file explaining how to run the code.