

Used Platform: For this project we used both MacOS and Windows platform.

We encountered challenges while adding new IP addresses to the my_dict JSON. At first, we were unable to figure out the solution, but then we discovered that we could use the append function to add the addresses. Additionally, when creating the chunk uploader, we initially faced an issue where only one buffer size of each chunk was being sent. When we combined all the chunks on the downloader side, we noticed a strange photo. Initially, we couldn't understand why this was happening, but after conducting some research, we identified the cause. We implemented a while loop to ensure that all the data from the chunks was successfully sent to the other side. Developing the uploader and downloader scripts posed an additional challenge because testing them fully was not possible until both were completed. Without the uploader, we couldn't download anything, and vice versa. As a result, programming these two scripts required careful consideration and posed some difficulties. Also, two out of three team members were using Mac computers, which caused a problem with port 5000 due to conflicts with AirPlay receiver. We eventually discovered that this was the cause of the issue.

Division of Workload for Each Member:

Polat Öztürk:

He was leader for this project. Mainly worked on chunk_downloader and chunk_uploader codes of the project but he also helped the other members for rest of the code (Announce and Discovery).

Orkun Koray Taner:

He designed the chunk_discovery.

Mehmet Akif Sarıkayış:

He designed chunk_announcer and also wrote the readme.txt for project.