Readme Instructions

1) **To compile program:**
   a) Compile Master Object:
      Run command: javac Server.java

      Or

      Run command: chmod +x CompileServer.sh

   b) Compile Process Object:
      Run command: javac Client.java

      Or

      Run command: chmod +x CompileClient.sh

2) **To Execute Program:**
   a) Execute Master Object:
      Run command: java Server [Number of Clients] [Server Port Number]
      e.g java Server 4 1500
      Meaning :4 Clients can connect to the server on port 1500.

      Or

      Run command: chmod +x ExecuteMaster.sh

   b) Execute Process Object:
      Run command: java Client [Server IP Address] [Server Port Number] [Send Event Probability]
      [Receive Event Probability] [Internal Event Probability]
      e.g.java Client 127.0.0.115000.33 0.66 0.96
      Meaning: Client program wants to connect to server on IP address 127.0.0.1 on port number 1500 with send probability 0.33, receive probability 0.33, internal events probability 0.20 and for 0.04 probability it behaves in byzantine fashion. While passing argument to client program, I am passing upper bound of probability of event to ease programming and lower bound depends upon previous argument such that we can determine range of it.

      Or

      Run command: chmod +x ExecuteClient.sh on 4 machines

Note: Master object should run on IP 10.234.136.55 as makefile for client contain this IP.