**Distributed Systems Project – I**

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1. **Files**:
   1. ds\_server.py: code for server functionality
   2. ds\_client.py: code for client functionality
   3. child\_gui.py: code for client GUI (will be called from Main GUI)
   4. main\_gui.py: code for Main GUI
2. **How to Run the Program:**
   1. The program runs on python 3.4 or above.
   2. To Run the program type in cmd: python main\_gui.py
   3. Once Main GUI window opens, click on start server
   4. Click on start client
   5. After that follow the instructions in the GUI
3. **Limitations**:
   1. Some unexpected user behavior is not handled.

For ex: if user is suppose to give input ‘y’ for yes and ‘n’ for no then, in case user gives input yes or no instead of ‘y/n’ program might behave unexpectedly

1. **Assumptions**:
   1. Server will not shutdown while clients are running
   2. Client and server are both running on the same machine
2. **References**:
   1. How to create client server: <https://www.youtube.com/watch?v=XiVVYfgDolU&t=66s>
   2. Connecting multiple clients to server: <https://www.techbeamers.com/python-tutorial-write-multithreaded-python-server/>
   3. Tkinter: <https://stackoverflow.com/questions/12351786/how-to-redirect-print-statements-to-tkinter-text-widget/12352237#12352237>
   4. Threading: <https://stackoverflow.com/questions/2905965/creating-threads-in-python>
   5. To solve and overcome some logic problems stack overflow was used.