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|  | Course Name:  Course #:  Instructor:  Student:  Semester:  Date Created:  Date Due:  Date Submitted: | Network Design  EECE 4830  Dr. Vinod Vokkarane  John Lutz  Fall 2019  15 Sep. 2019  20 Sep. 2019  20 Sep. 2019 |
| **Project - Phase 1** | | |

Design Document Requirements: Describe the purpose of each class and each data type. Also provide a step-by-step sample execution of your program (possibly with screen shots of a sample scenario).

No new classes were created for this assignment. Image and socket objects were used.

Socket objects are a fundamental part of this project as explained in the textbook and implied by the assignment. They are required for information to be transferred. They consist of the IP of the host and a port number. This is essentially a unique address that data can be sent out of or received through.

Pillow or PILf was installed for image handling. Image objects are manipulated. Image objects were used to rotate and display images.

The following data types that were used are inherent to Python:

String: contains text or binary data as ascii characters

Integer: a non-fractional number

Tuple: an n number of data parameters

The basic steps of the programs execution are as follows: Follow the prompts: Input server host information into the client. > Select send a message or file. > Input message or filename. > Wait for result. > Repeat if desired.

Detailed explanations of how to operate the program are in the readme file as instructed.

User input and program output are shown in the images below.

Server output window and image sent from client to server.

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Client output window and rotated image sent from server to client.

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**References**

**Ascii name**

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**file operations**

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**tuples & more**

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