

User Guide

The main purpose of this project is to demo the cloud environment.

System Requirements: Client and Server Software runs on Windows OS, as it is built on .Net Framework. Also the server runs on the Unix system with mono runtime installed.

Prerequisites: .NET Framework 4.0, should be installed. Mono runtime on Unix.

Instructions:

1. Run the server_1.exe and enter the port number to hear for the client requests.
2. Enter the port number to hear for the synchronization requests.
3. Enter the IP address of the server_2.exe
4. Enter the port number of the server_2.exe, hearing for the synchronization requests.
5. Click Start server button to start the server.
6. Run the server_2.exe and enter the port number to hear for the client requests.
7. Enter the port number to hear for the synchronization requests.
8. Enter the IP address of the server_1.exe
9. Enter the port number of the server_1.exe, hearing for the synchronization requests.
10. Click Start server button to start the server.
11. Run client_1.exe and enter the IP address and port number to connect to the server_1/2
12. Click login and proceed with on screen instructions.
13. Run client_2.exe and enter the IP address and port number to connect to the server_1/2
14. Click login and proceed with on screen instructions.