Intro

This program consist three different code that mimics Chromecast. Render streams and controls all data transmits between controller and server.   
A Controller and send request to render, which passes to server, and streams the file (.txt) on Render. During Streaming, Controller is able to pause, then continue or start from beginning.

Function Requirements

* Server
  + Connects to Render
  + Stream (or send the file)
  + Controls the Streaming of data (controls dataflow)
* Controller
  + Connects to Render
  + Controls the application via **Command List** (Below)
  + Controls streaming
* Render
  + Connects to both Server and Controller
  + Pass message (act as a bridge between Controller and Server)
  + Streams the file

Command list

* li - list file in server, under same directory
* sttn [filename] - streams the file
* ppp – pauses the file stream (ONLY during streaming)
* sss - continues the stream (ONLT after paused)
* rsrs – Start-from-beginning (ONLY after paused)

Non-Function Requirements

* Connection between the three entities remains for the majority uninterrupted
* Quick response time between the entities

Implementation

* Python 3
  + Uses Socket library from python 3.7.4
* All messages is added with non-existing strings (not in English)
  + ‘c2c’ is added when Controller sends connection requests to Render and Render saves the IP and Port number sent by Controller, thus establishes the connection.
  + All
* All three file is standalone python scripts
* Server.py must be in the same directory with file to be streamed
* All codes are also commented, which should be human-readable.
* Should there be any potential bugs, please refer to README