

The platform which we have used to develop our code is Windows and the compiler was Visual Studio Code.

Challenging Parts:

- * Try to understand the project and the concept.

- *Writing the code on python.

- *Try to find the errors and missing part on the internet.

- *Matching the TCP-UDP.

- *Sometimes the syntax took much time with small mistakes (we put ;) at the end of the code and we getting an error after the half an hour resarch on the internet we relaized that it is not about code it is about syntax.)

- * Creating server. we searched on web sites to find which option is suitable and we decided to use Hamachi. However, again we could not match with our code.

- * Converting Chunks to json (all the group member also try to make it better)

- * Take Chunks from different network and bringing them together.

***Steps:**

1)First all the group member;

- *Read the document that our teacher shared with us.

- *Try to understand the concept.

2)Secondly;

- *Focus on the main idea and Divide the workload

Divide Workload:

FATİH YARLIGAN:

- Setup servers and UDP/TCP sockets
- Organize main codes and while loops
- Code general

SEDEF SAYIBAŞI:

- Prepare Chunks (in Anouncer) and merge downloaded chunks (in Downloader)
- Code request_content and json encoding, decoding, loads functions
- Write Read.me

YUNUS EMRE BOLGÖNÜL:

- Save Logs Functions
- PrepareChunkJSON Function
- Replace Chunks for P2P
- Write Report

3)FİNALLY;

- *We try to look our errors and mistakes (The rest of the workload made with group)

*At the end we cover all the parts and Run the code

GROUP MEMBER:

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THANKS