**Destination ;**

<?xml version="1.0" encoding="utf-8"?>

<Project ToolsVersion="3.5" DefaultTargets="Build" xmlns="http://schemas.microsoft.com/developer/msbuild/2003">

<PropertyGroup>

<Configuration Condition=" '$(Configuration)' == '' ">Debug</Configuration>

<Platform Condition=" '$(Platform)' == '' ">AnyCPU</Platform>

<ProductVersion>9.0.21022</ProductVersion>

<SchemaVersion>2.0</SchemaVersion>

<ProjectGuid>{835BE36E-C9F8-477A-9437-1DF1093EDA73}</ProjectGuid>

<OutputType>WinExe</OutputType>

<AppDesignerFolder>Properties</AppDesignerFolder>

<RootNamespace>DESTINATION</RootNamespace>

<AssemblyName>DESTINATION</AssemblyName>

<TargetFrameworkVersion>v3.5</TargetFrameworkVersion>

<FileAlignment>512</FileAlignment>

</PropertyGroup>

<PropertyGroup Condition=" '$(Configuration)|$(Platform)' == 'Debug|AnyCPU' ">

<DebugSymbols>true</DebugSymbols>

<DebugType>full</DebugType>

<Optimize>false</Optimize>

<OutputPath>bin\Debug\</OutputPath>

<DefineConstants>DEBUG;TRACE</DefineConstants>

<ErrorReport>prompt</ErrorReport>

<WarningLevel>4</WarningLevel>

</PropertyGroup>

<PropertyGroup Condition=" '$(Configuration)|$(Platform)' == 'Release|AnyCPU' ">

<DebugType>pdbonly</DebugType>

<Optimize>true</Optimize>

<OutputPath>bin\Release\</OutputPath>

<DefineConstants>TRACE</DefineConstants>

<ErrorReport>prompt</ErrorReport>

<WarningLevel>4</WarningLevel>

</PropertyGroup>

<ItemGroup>

<Reference Include="System" />

<Reference Include="System.Core">

<RequiredTargetFramework>3.5</RequiredTargetFramework>

</Reference>

<Reference Include="System.Xml.Linq">

<RequiredTargetFramework>3.5</RequiredTargetFramework>

</Reference>

<Reference Include="System.Data.DataSetExtensions">

<RequiredTargetFramework>3.5</RequiredTargetFramework>

</Reference>

<Reference Include="System.Data" />

<Reference Include="System.Deployment" />

<Reference Include="System.Drawing" />

<Reference Include="System.Windows.Forms" />

<Reference Include="System.Xml" />

</ItemGroup>

<ItemGroup>

<Compile Include="Form1.cs">

<SubType>Form</SubType>

</Compile>

<Compile Include="Form1.Designer.cs">

<DependentUpon>Form1.cs</DependentUpon>

</Compile>

<Compile Include="Program.cs" />

<Compile Include="Properties\AssemblyInfo.cs" />

<EmbeddedResource Include="Form1.resx">

<DependentUpon>Form1.cs</DependentUpon>

<SubType>Designer</SubType>

</EmbeddedResource>

<EmbeddedResource Include="Properties\Resources.resx">

<Generator>ResXFileCodeGenerator</Generator>

<LastGenOutput>Resources.Designer.cs</LastGenOutput>

<SubType>Designer</SubType>

</EmbeddedResource>

<Compile Include="Properties\Resources.Designer.cs">

<AutoGen>True</AutoGen>

<DependentUpon>Resources.resx</DependentUpon>

<DesignTime>True</DesignTime>

</Compile>

<None Include="Properties\Settings.settings">

<Generator>SettingsSingleFileGenerator</Generator>

<LastGenOutput>Settings.Designer.cs</LastGenOutput>

</None>

<Compile Include="Properties\Settings.Designer.cs">

<AutoGen>True</AutoGen>

<DependentUpon>Settings.settings</DependentUpon>

<DesignTimeSharedInput>True</DesignTimeSharedInput>

</Compile>

</ItemGroup>

<ItemGroup>

<None Include="Resources\fabric-2582000\_960\_720.jpg" />

</ItemGroup>

<ItemGroup>

<None Include="Resources\lines\_background.jpg" />

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<ItemGroup>

<None Include="Resources\line\_rays.jpg" />

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<ItemGroup>

<None Include="Resources\purple-3054804\_960\_720.jpg" />

</ItemGroup>

<ItemGroup>

<None Include="Resources\pexels-photo-733107.jpeg" />

</ItemGroup>

<Import Project="$(MSBuildToolsPath)\Microsoft.CSharp.targets" />

<!-- To modify your build process, add your task inside one of the targets below and uncomment it.

Other similar extension points exist, see Microsoft.Common.targets.

<Target Name="BeforeBuild">

</Target>

<Target Name="AfterBuild">

</Target>

-->

</Project>

**Fome1.cs**

**using System;**

**using System.Collections.Generic;**

**using System.ComponentModel;**

**using System.Data;**

**using System.Drawing;**

**using System.Linq;**

**using System.Text;**

**using System.Windows.Forms;**

**using System.Net;**

**using System.Net.Sockets;**

**using System.IO;**

**namespace DESTINATION**

**{**

**public partial class Form1 : Form**

**{**

**public static bool tim;**

**Dest obj = new Dest();**

**public Form1()**

**{**

**InitializeComponent();**

**}**

**private void Form1\_Load(object sender, EventArgs e)**

**{**

**backgroundWorker1.RunWorkerAsync();**

**}**

**private void button1\_Click(object sender, EventArgs e)**

**{**

**FolderBrowserDialog fbd = new FolderBrowserDialog();**

**fbd.ShowDialog();**

**if (fbd.SelectedPath != " ")**

**{**

**Dest.receivedPath = fbd.SelectedPath;**

**label2.Text = fbd.SelectedPath;**

**label4.Text = "Waiting...";**

**}**

**}**

**private void backgroundWorker1\_DoWork(object sender, DoWorkEventArgs e)**

**{**

**obj.StartServer();**

**}**

**private void timer1\_Tick(object sender, EventArgs e)**

**{**

**if (tim == true)**

**{**

**tim = false;**

**label4.Text = "File Received...!";**

**}**

**}**

**}**

**public class Dest**

**{**

**IPEndPoint ipEnd;**

**Socket sock;**

**public Dest()**

**{**

**ipEnd = new IPEndPoint(IPAddress.Any, 5646);**

**sock = new Socket(AddressFamily.InterNetwork, SocketType.Stream, ProtocolType.IP);**

**sock.Bind(ipEnd);**

**}**

**public static string receivedPath;**

**public static string curMsg = "waiting...";**

**public void StartServer()**

**{**

**sock.Listen(100);**

**Socket clientSock = sock.Accept();**

**byte[] clientData = new byte[1024 \* 5000];**

**int receivedBytesLen = clientSock.Receive(clientData);**

**curMsg = "Receiving data...";**

**int fileNameLen = BitConverter.ToInt32(clientData, 0);**

**string fileName = Encoding.ASCII.GetString(clientData, 4, fileNameLen);**

**BinaryWriter bWrite = new BinaryWriter(File.Open(receivedPath + "/" + fileName, FileMode.Append));**

**bWrite.Write(clientData, 4 + fileNameLen, receivedBytesLen - 4 - fileNameLen);**

**if (receivedPath == "")**

**{**

**MessageBox.Show("No Path was selected to Save the File");**

**}**

**else**

**{**

**bWrite.Close();**

**clientSock.Close();**

**}**

**Form1.tim = true;**

**StartServer();**

**}**

**}**

**}**

**Fome1.designer.cs**

**namespace DESTINATION**

**{**

**partial class Form1**

**{**

**/// <summary>**

**/// Required designer variable.**

**/// </summary>**

**private System.ComponentModel.IContainer components = null;**

**/// <summary>**

**/// Clean up any resources being used.**

**/// </summary>**

**/// <param name="disposing">true if managed resources should be disposed; otherwise, false.</param>**

**protected override void Dispose(bool disposing)**

**{**

**if (disposing && (components != null))**

**{**

**components.Dispose();**

**}**

**base.Dispose(disposing);**

**}**

**#region Windows Form Designer generated code**

**/// <summary>**

**/// Required method for Designer support - do not modify**

**/// the contents of this method with the code editor.**

**/// </summary>**

**private void InitializeComponent()**

**{**

**this.components = new System.ComponentModel.Container();**

**this.timer1 = new System.Windows.Forms.Timer(this.components);**

**this.label3 = new System.Windows.Forms.Label();**

**this.label4 = new System.Windows.Forms.Label();**

**this.backgroundWorker1 = new System.ComponentModel.BackgroundWorker();**

**this.button1 = new System.Windows.Forms.Button();**

**this.label2 = new System.Windows.Forms.Label();**

**this.groupBox1 = new System.Windows.Forms.GroupBox();**

**this.label1 = new System.Windows.Forms.Label();**

**this.groupBox1.SuspendLayout();**

**this.SuspendLayout();**

**//**

**// timer1**

**//**

**this.timer1.Enabled = true;**

**this.timer1.Tick += new System.EventHandler(this.timer1\_Tick);**

**//**

**// label3**

**//**

**this.label3.AutoSize = true;**

**this.label3.BackColor = System.Drawing.Color.Transparent;**

**this.label3.Font = new System.Drawing.Font("Californian FB", 21.75F, System.Drawing.FontStyle.Bold, System.Drawing.GraphicsUnit.Point, ((byte)(0)));**

**this.label3.ForeColor = System.Drawing.Color.FromArgb(((int)(((byte)(224)))), ((int)(((byte)(224)))), ((int)(((byte)(224)))));**

**this.label3.Location = new System.Drawing.Point(62, 40);**

**this.label3.Name = "label3";**

**this.label3.Size = new System.Drawing.Size(683, 66);**

**this.label3.TabIndex = 15;**

**this.label3.Text = "Energy Efficient Multipath Routing Protocol for Mobile\r\n ad-hoc Network Us" +**

**"ing the Fitness Function ";**

**//**

**// label4**

**//**

**this.label4.AutoSize = true;**

**this.label4.BackColor = System.Drawing.Color.Transparent;**

**this.label4.Font = new System.Drawing.Font("Modern No. 20", 15F, System.Drawing.FontStyle.Bold, System.Drawing.GraphicsUnit.Point, ((byte)(0)));**

**this.label4.ForeColor = System.Drawing.SystemColors.ButtonFace;**

**this.label4.Location = new System.Drawing.Point(8, 468);**

**this.label4.Name = "label4";**

**this.label4.Size = new System.Drawing.Size(0, 22);**

**this.label4.TabIndex = 14;**

**//**

**// backgroundWorker1**

**//**

**this.backgroundWorker1.DoWork += new System.ComponentModel.DoWorkEventHandler(this.backgroundWorker1\_DoWork);**

**//**

**// button1**

**//**

**this.button1.BackColor = System.Drawing.Color.ForestGreen;**

**this.button1.FlatStyle = System.Windows.Forms.FlatStyle.Flat;**

**this.button1.Font = new System.Drawing.Font("Microsoft Sans Serif", 9F, System.Drawing.FontStyle.Bold, System.Drawing.GraphicsUnit.Point, ((byte)(0)));**

**this.button1.ForeColor = System.Drawing.Color.Yellow;**

**this.button1.Location = new System.Drawing.Point(169, 75);**

**this.button1.Name = "button1";**

**this.button1.Size = new System.Drawing.Size(182, 28);**

**this.button1.TabIndex = 1;**

**this.button1.Text = "CLICK HERE ........";**

**this.button1.UseVisualStyleBackColor = false;**

**this.button1.Click += new System.EventHandler(this.button1\_Click);**

**//**

**// label2**

**//**

**this.label2.AutoSize = true;**

**this.label2.BackColor = System.Drawing.Color.Transparent;**

**this.label2.Font = new System.Drawing.Font("Modern No. 20", 15F, System.Drawing.FontStyle.Bold, System.Drawing.GraphicsUnit.Point, ((byte)(0)));**

**this.label2.ForeColor = System.Drawing.SystemColors.ButtonFace;**

**this.label2.Location = new System.Drawing.Point(315, 374);**

**this.label2.Name = "label2";**

**this.label2.Size = new System.Drawing.Size(0, 22);**

**this.label2.TabIndex = 13;**

**//**

**// groupBox1**

**//**

**this.groupBox1.BackColor = System.Drawing.Color.Transparent;**

**this.groupBox1.Controls.Add(this.button1);**

**this.groupBox1.Controls.Add(this.label1);**

**this.groupBox1.Location = new System.Drawing.Point(394, 173);**

**this.groupBox1.Name = "groupBox1";**

**this.groupBox1.Size = new System.Drawing.Size(384, 155);**

**this.groupBox1.TabIndex = 12;**

**this.groupBox1.TabStop = false;**

**//**

**// label1**

**//**

**this.label1.AutoSize = true;**

**this.label1.Font = new System.Drawing.Font("Engravers MT", 13F, System.Drawing.FontStyle.Bold, System.Drawing.GraphicsUnit.Point, ((byte)(0)));**

**this.label1.ForeColor = System.Drawing.Color.Yellow;**

**this.label1.Location = new System.Drawing.Point(25, 32);**

**this.label1.Name = "label1";**

**this.label1.Size = new System.Drawing.Size(333, 21);**

**this.label1.TabIndex = 0;**

**this.label1.Text = "Select Receiving Path";**

**//**

**// Form1**

**//**

**this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);**

**this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;**

**this.BackColor = System.Drawing.SystemColors.ControlDarkDark;**

**this.BackgroundImage = global::DESTINATION.Properties.Resources.pexels\_photo\_733107;**

**this.ClientSize = new System.Drawing.Size(801, 521);**

**this.Controls.Add(this.label3);**

**this.Controls.Add(this.label4);**

**this.Controls.Add(this.label2);**

**this.Controls.Add(this.groupBox1);**

**this.MaximizeBox = false;**

**this.Name = "Form1";**

**this.StartPosition = System.Windows.Forms.FormStartPosition.CenterScreen;**

**this.Text = "DESTINATION";**

**this.Load += new System.EventHandler(this.Form1\_Load);**

**this.groupBox1.ResumeLayout(false);**

**this.groupBox1.PerformLayout();**

**this.ResumeLayout(false);**

**this.PerformLayout();**

**}**

**#endregion**

**private System.Windows.Forms.Timer timer1;**

**private System.Windows.Forms.Label label3;**

**private System.Windows.Forms.Label label4;**

**private System.ComponentModel.BackgroundWorker backgroundWorker1;**

**private System.Windows.Forms.Button button1;**

**private System.Windows.Forms.Label label2;**

**private System.Windows.Forms.GroupBox groupBox1;**

**private System.Windows.Forms.Label label1;**

**}**

**}**