**Source**

**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 SOURCE**

**{**

**public partial class Form1 : Form**

**{**

**string filename, filedes;**

**public Form1()**

**{**

**InitializeComponent();**

**}**

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

**{**

**}**

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

**{**

**OpenFileDialog ofd = new OpenFileDialog();**

**ofd.ShowDialog();**

**textBox2.Text = ofd.FileName;**

**filedes = textBox2.Text;**

**}**

**private void button2\_Click(object sender, EventArgs e)**

**{**

**if (textBox1.Text == "")**

**{**

**MessageBox.Show("Enter the IP Address");**

**}**

**else if (textBox2.Text == "")**

**{**

**MessageBox.Show("Browse the File to Send");**

**}**

**else**

**{**

**send();**

**}**

**}**

**private void button3\_Click(object sender, EventArgs e)**

**{**

**textBox1.Clear();**

**textBox2.Clear();**

**}**

**public void send()**

**{**

**try**

**{**

**IPAddress[] ipAddress = Dns.GetHostAddresses(textBox1.Text);**

**IPEndPoint ipEnd = new IPEndPoint(ipAddress[0], 5645);**

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

**string filePath = "";**

**filedes = filedes.Replace("\\", "/");**

**while (filedes.IndexOf("/") > -1)**

**{**

**filePath += filedes.Substring(0, filedes.IndexOf("/") + 1);**

**filedes = filedes.Substring(filedes.IndexOf("/") + 1);**

**}**

**byte[] fileNameByte = Encoding.ASCII.GetBytes(filedes);**

**label4.Text = "";**

**label4.Text = "Buffering ...";**

**byte[] fileData = File.ReadAllBytes(filePath + filedes);**

**byte[] clientData = new byte[4 + fileNameByte.Length + fileData.Length];**

**byte[] fileNameLen = BitConverter.GetBytes(fileNameByte.Length);**

**fileNameLen.CopyTo(clientData, 0);**

**fileNameByte.CopyTo(clientData, 4);**

**fileData.CopyTo(clientData, 4 + fileNameByte.Length);**

**Application.DoEvents();**

**System.Threading.Thread.Sleep(2000);**

**label4.Text = "";**

**label4.Text = "Connecting to server ...";**

**clientSock.Connect(ipEnd);**

**Application.DoEvents();**

**System.Threading.Thread.Sleep(1000);**

**label4.Text = "";**

**label4.Text = "File sending...";**

**clientSock.Send(clientData);**

**Application.DoEvents();**

**System.Threading.Thread.Sleep(1000);**

**label4.Text = "";**

**label4.Text = "File Sending...";**

**clientSock.Close();**

**Application.DoEvents();**

**System.Threading.Thread.Sleep(1000);**

**label4.Text = "";**

**label4.Text = "File transferred.";**

**}**

**catch (Exception ex)**

**{**

**if (ex.Message == "A connection attempt failed because the connected party did not properly respond after a period of time, or established connection failed because connected host has failed to respond")**

**{**

**label4.Text = "";**

**label4.Text = "No Such System Available Try other IP";**

**}**

**else**

**{**

**if (ex.Message == "No connection could be made because the target machine actively refused it")**

**{**

**label4.Text = "";**

**label4.Text = "File Sending fail. Because server not running.";**

**}**

**else**

**{**

**label4.Text = "";**

**label4.Text = "File Sending fail." + ex.Message;**

**}**

**}**

**}**

**}**

**}**

**}**

**Fome1.design**

**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 SOURCE**

**{**

**public partial class Form1 : Form**

**{**

**string filename, filedes;**

**public Form1()**

**{**

**InitializeComponent();**

**}**

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

**{**

**}**

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

**{**

**OpenFileDialog ofd = new OpenFileDialog();**

**ofd.ShowDialog();**

**textBox2.Text = ofd.FileName;**

**filedes = textBox2.Text;**

**}**

**private void button2\_Click(object sender, EventArgs e)**

**{**

**if (textBox1.Text == "")**

**{**

**MessageBox.Show("Enter the IP Address");**

**}**

**else if (textBox2.Text == "")**

**{**

**MessageBox.Show("Browse the File to Send");**

**}**

**else**

**{**

**send();**

**}**

**}**

**private void button3\_Click(object sender, EventArgs e)**

**{**

**textBox1.Clear();**

**textBox2.Clear();**

**}**

**public void send()**

**{**

**try**

**{**

**IPAddress[] ipAddress = Dns.GetHostAddresses(textBox1.Text);**

**IPEndPoint ipEnd = new IPEndPoint(ipAddress[0], 5645);**

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

**string filePath = "";**

**filedes = filedes.Replace("\\", "/");**

**while (filedes.IndexOf("/") > -1)**

**{**

**filePath += filedes.Substring(0, filedes.IndexOf("/") + 1);**

**filedes = filedes.Substring(filedes.IndexOf("/") + 1);**

**}**

**byte[] fileNameByte = Encoding.ASCII.GetBytes(filedes);**

**label4.Text = "";**

**label4.Text = "Buffering ...";**

**byte[] fileData = File.ReadAllBytes(filePath + filedes);**

**byte[] clientData = new byte[4 + fileNameByte.Length + fileData.Length];**

**byte[] fileNameLen = BitConverter.GetBytes(fileNameByte.Length);**

**fileNameLen.CopyTo(clientData, 0);**

**fileNameByte.CopyTo(clientData, 4);**

**fileData.CopyTo(clientData, 4 + fileNameByte.Length);**

**Application.DoEvents();**

**System.Threading.Thread.Sleep(2000);**

**label4.Text = "";**

**label4.Text = "Connecting to server ...";**

**clientSock.Connect(ipEnd);**

**Application.DoEvents();**

**System.Threading.Thread.Sleep(1000);**

**label4.Text = "";**

**label4.Text = "File sending...";**

**clientSock.Send(clientData);**

**Application.DoEvents();**

**System.Threading.Thread.Sleep(1000);**

**label4.Text = "";**

**label4.Text = "File Sending...";**

**clientSock.Close();**

**Application.DoEvents();**

**System.Threading.Thread.Sleep(1000);**

**label4.Text = "";**

**label4.Text = "File transferred.";**

**}**

**catch (Exception ex)**

**{**

**if (ex.Message == "A connection attempt failed because the connected party did not properly respond after a period of time, or established connection failed because connected host has failed to respond")**

**{**

**label4.Text = "";**

**label4.Text = "No Such System Available Try other IP";**

**}**

**else**

**{**

**if (ex.Message == "No connection could be made because the target machine actively refused it")**

**{**

**label4.Text = "";**

**label4.Text = "File Sending fail. Because server not running.";**

**}**

**else**

**{**

**label4.Text = "";**

**label4.Text = "File Sending fail." + ex.Message;**

**}**

**}**

**}**

**}**

**}**

**}**

**Fome1.resx**

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

**<root>**

**<!--**

**Microsoft ResX Schema**

**Version 2.0**

**The primary goals of this format is to allow a simple XML format**

**that is mostly human readable. The generation and parsing of the**

**various data types are done through the TypeConverter classes**

**associated with the data types.**

**Example:**

**... ado.net/XML headers & schema ...**

**<resheader name="resmimetype">text/microsoft-resx</resheader>**

**<resheader name="version">2.0</resheader>**

**<resheader name="reader">System.Resources.ResXResourceReader, System.Windows.Forms, ...</resheader>**

**<resheader name="writer">System.Resources.ResXResourceWriter, System.Windows.Forms, ...</resheader>**

**<data name="Name1"><value>this is my long string</value><comment>this is a comment</comment></data>**

**<data name="Color1" type="System.Drawing.Color, System.Drawing">Blue</data>**

**<data name="Bitmap1" mimetype="application/x-microsoft.net.object.binary.base64">**

**<value>[base64 mime encoded serialized .NET Framework object]</value>**

**</data>**

**<data name="Icon1" type="System.Drawing.Icon, System.Drawing" mimetype="application/x-microsoft.net.object.bytearray.base64">**

**<value>[base64 mime encoded string representing a byte array form of the .NET Framework object]</value>**

**<comment>This is a comment</comment>**

**</data>**

**There are any number of "resheader" rows that contain simple**

**name/value pairs.**

**Each data row contains a name, and value. The row also contains a**

**type or mimetype. Type corresponds to a .NET class that support**

**text/value conversion through the TypeConverter architecture.**

**Classes that don't support this are serialized and stored with the**

**mimetype set.**

**The mimetype is used for serialized objects, and tells the**

**ResXResourceReader how to depersist the object. This is currently not**

**extensible. For a given mimetype the value must be set accordingly:**

**Note - application/x-microsoft.net.object.binary.base64 is the format**

**that the ResXResourceWriter will generate, however the reader can**

**read any of the formats listed below.**

**mimetype: application/x-microsoft.net.object.binary.base64**

**value : The object must be serialized with**

**: System.Runtime.Serialization.Formatters.Binary.BinaryFormatter**

**: and then encoded with base64 encoding.**

**mimetype: application/x-microsoft.net.object.soap.base64**

**value : The object must be serialized with**

**: System.Runtime.Serialization.Formatters.Soap.SoapFormatter**

**: and then encoded with base64 encoding.**

**mimetype: application/x-microsoft.net.object.bytearray.base64**

**value : The object must be serialized into a byte array**

**: using a System.ComponentModel.TypeConverter**

**: and then encoded with base64 encoding.**

**-->**

**<xsd:schema id="root" xmlns="" xmlns:xsd="http://www.w3.org/2001/XMLSchema" xmlns:msdata="urn:schemas-microsoft-com:xml-msdata">**

**<xsd:import namespace="http://www.w3.org/XML/1998/namespace" />**

**<xsd:element name="root" msdata:IsDataSet="true">**

**<xsd:complexType>**

**<xsd:choice maxOccurs="unbounded">**

**<xsd:element name="metadata">**

**<xsd:complexType>**

**<xsd:sequence>**

**<xsd:element name="value" type="xsd:string" minOccurs="0" />**

**</xsd:sequence>**

**<xsd:attribute name="name" use="required" type="xsd:string" />**

**<xsd:attribute name="type" type="xsd:string" />**

**<xsd:attribute name="mimetype" type="xsd:string" />**

**<xsd:attribute ref="xml:space" />**

**</xsd:complexType>**

**</xsd:element>**

**<xsd:element name="assembly">**

**<xsd:complexType>**

**<xsd:attribute name="alias" type="xsd:string" />**

**<xsd:attribute name="name" type="xsd:string" />**

**</xsd:complexType>**

**</xsd:element>**

**<xsd:element name="data">**

**<xsd:complexType>**

**<xsd:sequence>**

**<xsd:element name="value" type="xsd:string" minOccurs="0" msdata:Ordinal="1" />**

**<xsd:element name="comment" type="xsd:string" minOccurs="0" msdata:Ordinal="2" />**

**</xsd:sequence>**

**<xsd:attribute name="name" type="xsd:string" use="required" msdata:Ordinal="1" />**

**<xsd:attribute name="type" type="xsd:string" msdata:Ordinal="3" />**

**<xsd:attribute name="mimetype" type="xsd:string" msdata:Ordinal="4" />**

**<xsd:attribute ref="xml:space" />**

**</xsd:complexType>**

**</xsd:element>**

**<xsd:element name="resheader">**

**<xsd:complexType>**

**<xsd:sequence>**

**<xsd:element name="value" type="xsd:string" minOccurs="0" msdata:Ordinal="1" />**

**</xsd:sequence>**

**<xsd:attribute name="name" type="xsd:string" use="required" />**

**</xsd:complexType>**

**</xsd:element>**

**</xsd:choice>**

**</xsd:complexType>**

**</xsd:element>**

**</xsd:schema>**

**<resheader name="resmimetype">**

**<value>text/microsoft-resx</value>**

**</resheader>**

**<resheader name="version">**

**<value>2.0</value>**

**</resheader>**

**<resheader name="reader">**

**<value>System.Resources.ResXResourceReader, System.Windows.Forms, Version=2.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089</value>**

**</resheader>**

**<resheader name="writer">**

**<value>System.Resources.ResXResourceWriter, System.Windows.Forms, Version=2.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089</value>**

**</resheader>**

**</root>**

**Program.cs**

**using System;**

**using System.Collections.Generic;**

**using System.Linq;**

**using System.Windows.Forms;**

**namespace SOURCE**

**{**

**static class Program**

**{**

**/// <summary>**

**/// The main entry point for the application.**

**/// </summary>**

**[STAThread]**

**static void Main()**

**{**

**Application.EnableVisualStyles();**

**Application.SetCompatibleTextRenderingDefault(false);**

**Application.Run(new Form1());**

**}**

**}**

**}**

**Source .csproj**

**<?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>{04389B3B-0973-45F1-9CB7-2BD08D7A9B4F}</ProjectGuid>**

**<OutputType>WinExe</OutputType>**

**<AppDesignerFolder>Properties</AppDesignerFolder>**

**<RootNamespace>SOURCE</RootNamespace>**

**<AssemblyName>SOURCE</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\dusseldorf-2456251\_960\_720.jpg" />**

**</ItemGroup>**

**<ItemGroup>**

**<None Include="Resources\spiral\_line.jpg" />**

**</ItemGroup>**

**<ItemGroup>**

**<None Include="Resources\pexels-photo.jpg" />**

**</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>**