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Mini Project (KCA-353)

Odd Semester (Session 2024-25)

ShareTo
(GB13)

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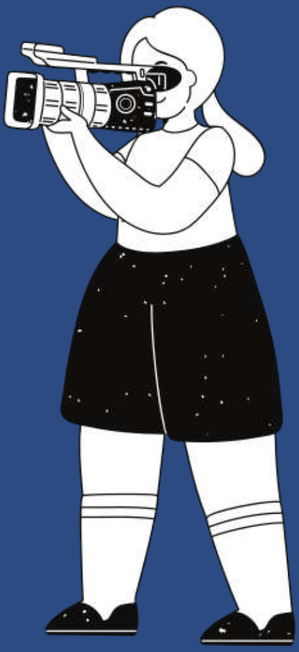
ShareTo
(GB13)



Content

KEY TOPICS DISCUSSED IN
THIS PRESENTATION

- INTRODUCTION
- LITERATURE REVIEW
- PROJET OBJECTIVE
- PROJECT FLOE/RESEARCH METHODOLOGY
- PROPOSED TIME DURATION
- REFERENCES

Tip: Use links to go to a different page inside your presentation.
How: Highlight text, click on the link symbol on the toolbar, and select the page in your presentation you want to connect.

Introduction

File sharing has become an essential task in today’s digital world, whether for personal, academic, or professional purposes.

The rise of peer-to-peer (P2P) file-sharing applications offers a more streamlined approach. P2P systems allow direct sharing of files between two computers without needing intermediary storage

ShareTo, as a desktop application, aims to address these challenges by providing a fast, secure, and user-friendly platform for transferring files between two PCs.

ShareTo can work both local networks and the internet, allowing users to exchange files without the need for external media or complex configuration.

Literature Review

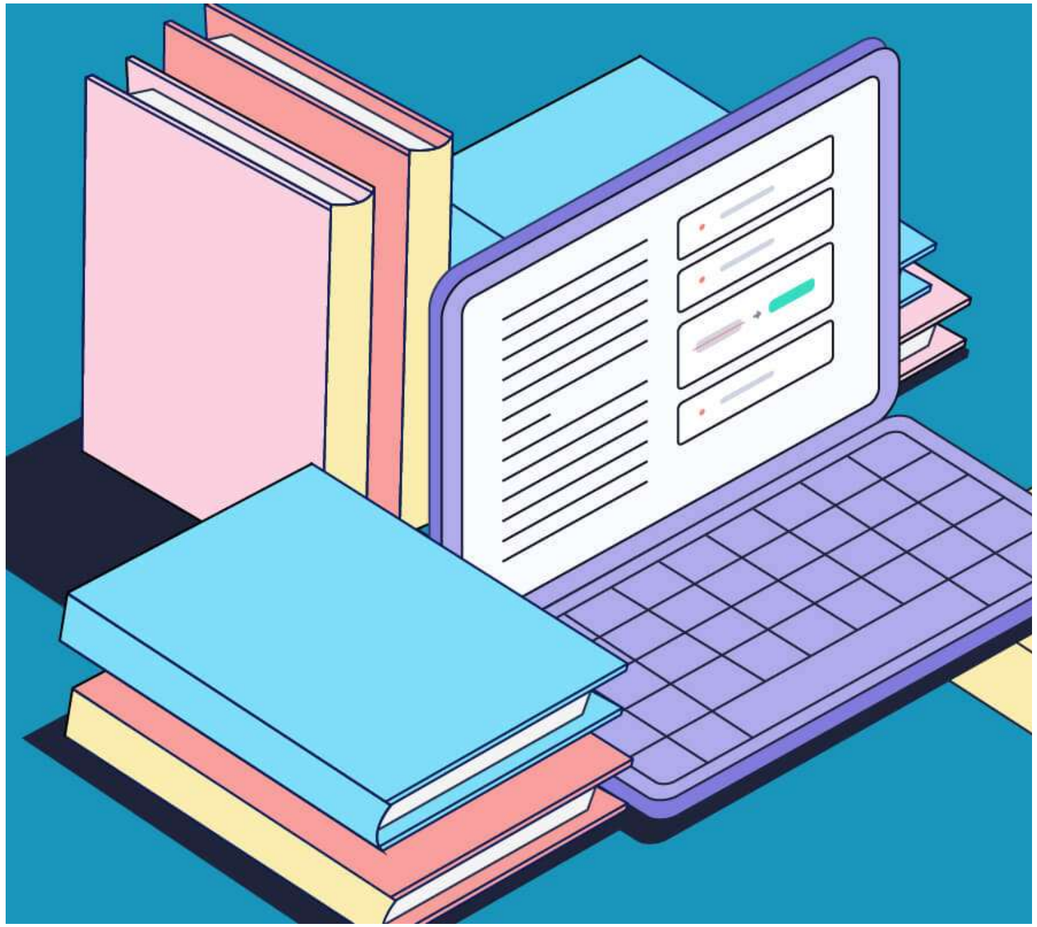
Various file-sharing solutions have existed over the years, each with its advantages and drawbacks:

1. **Email Attachments**: One of the earliest methods of file sharing is through email. While convenient for smaller files, it is inefficient for large file transfers, often having file size limitations, and the process is cumbersome for frequent exchanges.

2. **Cloud Storage Services (e.g., Google Drive, Dropbox)**: These platforms allow users upload files to the cloud and share links to others. While this is useful for remote sharing and backup.

3. **External Devices (USB, HDD)**: Transferring data through physical devices like USB flash drives is fast and secure when both systems are in the same location. However, this method becomes impractical when users are working remotely, and there's a risk of losing or damaging the storage device.

4. **Peer-to-Peer (P2P) Sharing (BitTorrent, etc.)**: P2P applications allow direct file transfers between two or more devices. These platforms offer speed advantages and work well over large networks.



OBJECTIVE

The objective of the ShareTo project is to develop a desktop application that allows for quick, secure, and straightforward file sharing between two PCs.

1. Ease of Use: Minimal configuration should be required, making the platform accessible for all types of users.

2. Security: The application will utilize encryption to ensure secure data transfer, preventing unauthorized access to the files.

3. Efficiency: The solution should provide real-time transfer of data, optimizing the speed depending on the network bandwidth.

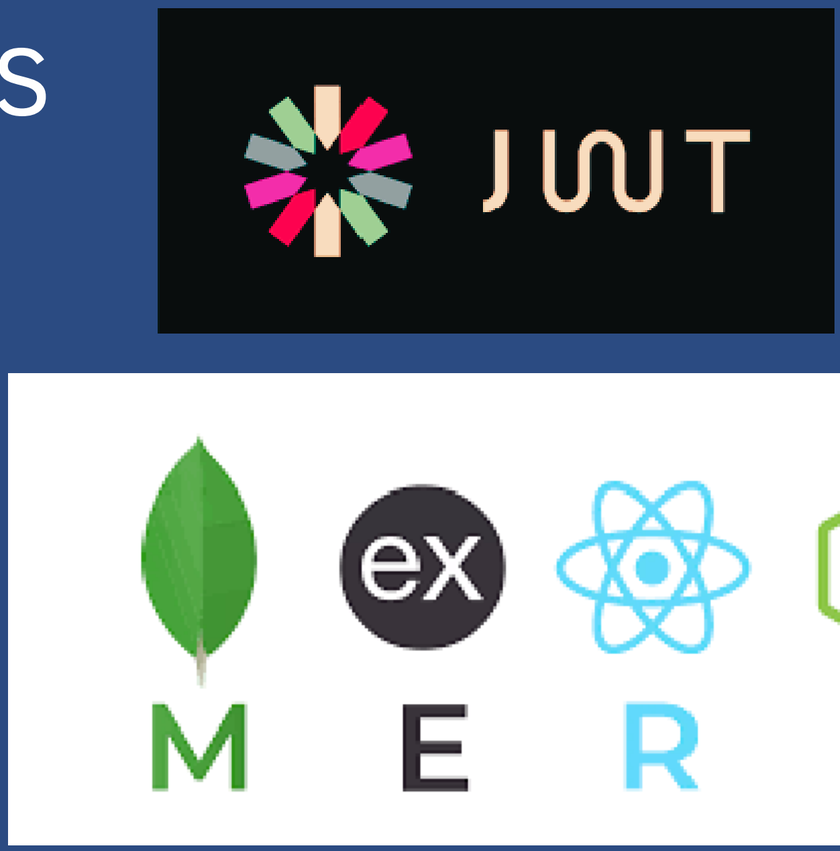
4. Cross-Platform Support: ShareTo will work across various operating systems, ensuring compatibility between different types of PCs

Technology (Hardware requirement)

- Internet Connection
- Minimum 1 GB RAM
- Minimum 512 MB ROM
- Any Version of Windows
- Network Card

Technology(Software Requirement)

- React JS
- Node JS
- Express JS
- Socket.IO
- Web RTC
- MongoDB
- Tailwind CSS
- Material UI
- Postman
- JWT



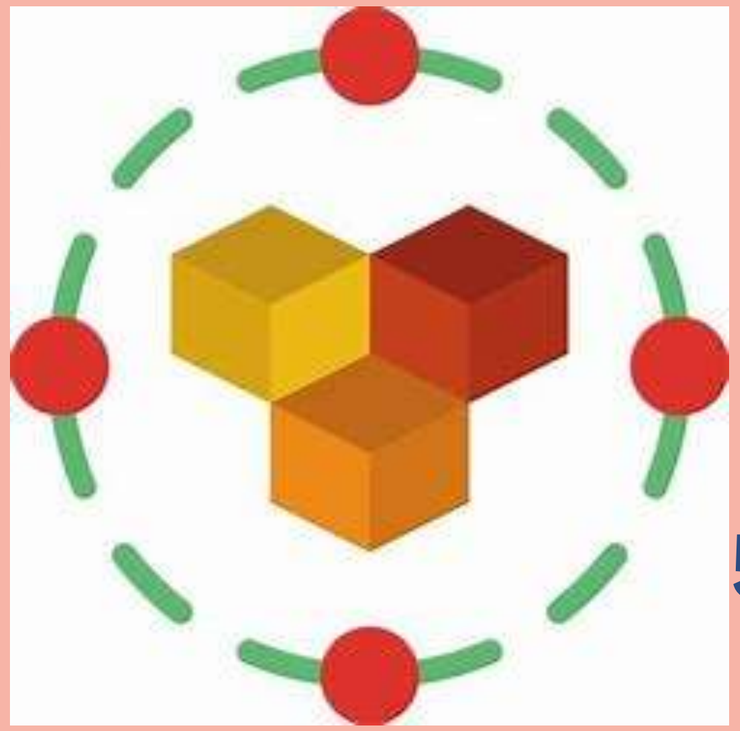
MODULES.....

socket.io

- Database Schema
- Authentication

- Database Connectivity
- Socket Server Connection
- File Sharing Management

Welcome To The ShareTo



1.Dashboard

2.Login & Signup

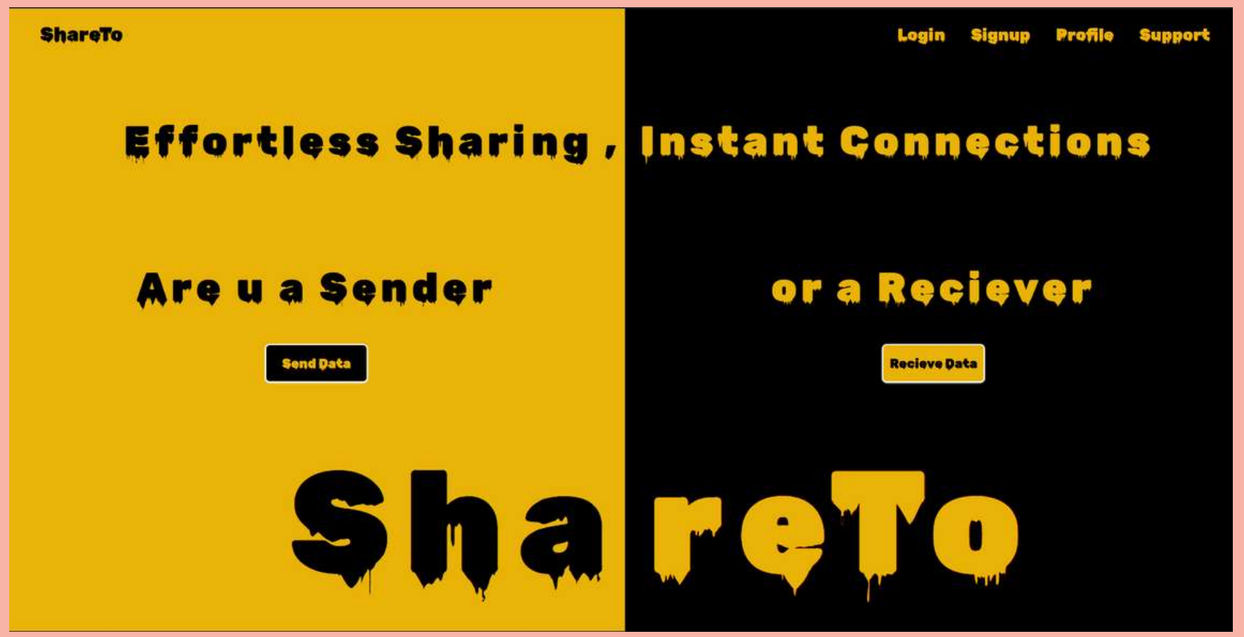
3.User Page

4.Help And Support

5.Data Sharing History

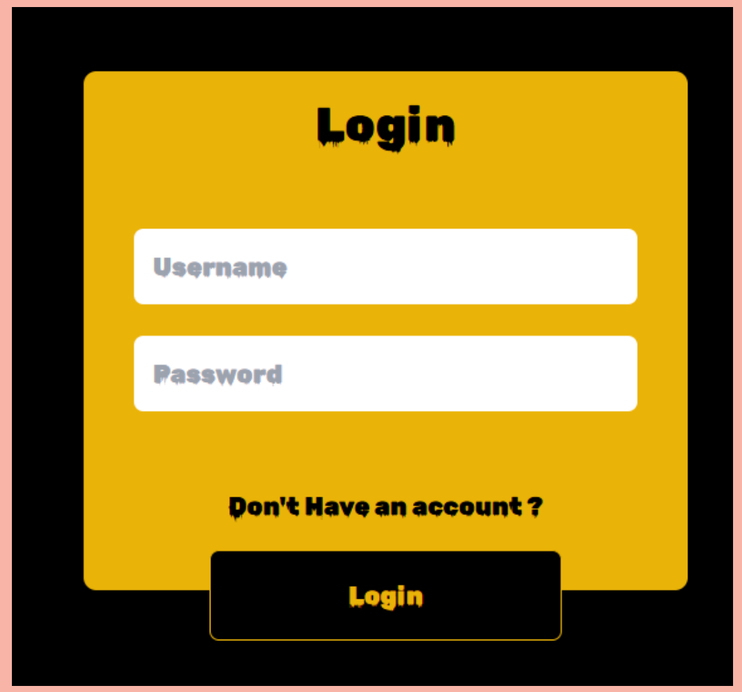
DASHBOARD

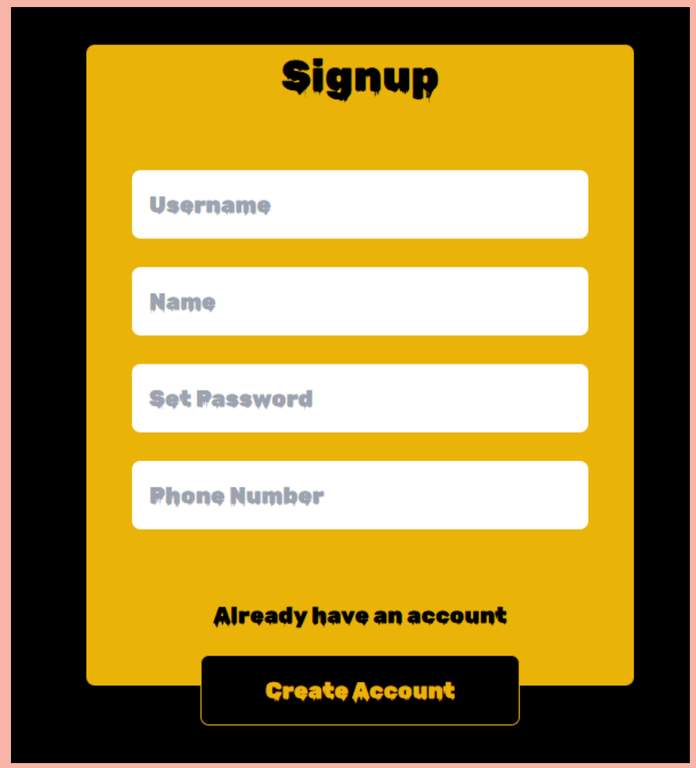
The Dashboard Module provides users with quick access to their files, recent activity, and essential options like login, signup, profile management, and help & support, ensuring a smooth and organized user experience.



Login & Signup

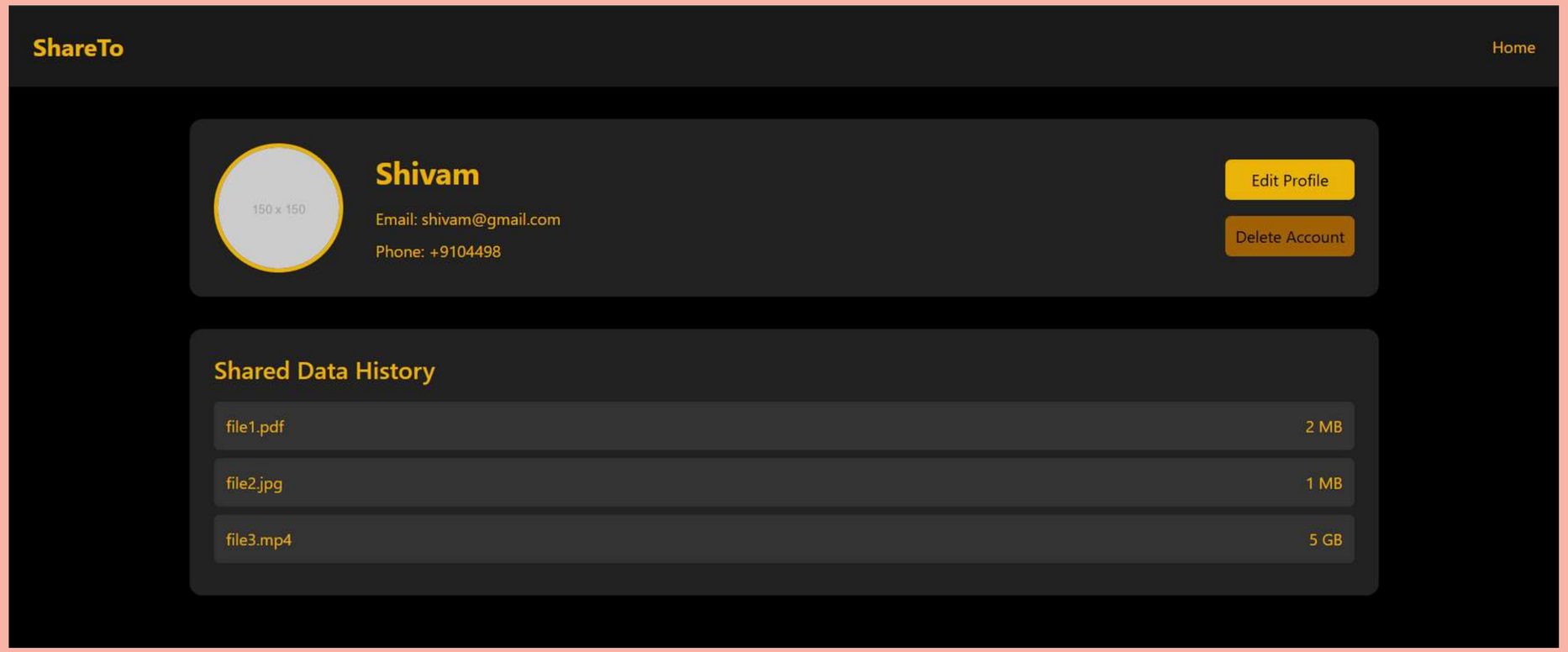
The Login and Signup Module allows users to securely create an account and access the file-sharing web application, ensuring that only authorized users can manage, upload, and share files.





Profile/History

The Profile/History Module enables users to view and manage their account details, track file-sharing activity, and access a history of uploaded and shared files, providing a personalized and organized experience.



PROPOSED TIME DURATION

The estimated time duration for the development and testing of ShareTo is as follows:

1. Requirement Analysis and Planning: 2 weeks

2. Design and Technology Selection: 1 week

3. Frontend and Backend Development: 5 weeks

4. Security Implementation (Encryption): 2 weeks

5. Testing and Bug Fixing: 3 weeks

6. Final Deployment and Documentation: 1 week

Total Duration: 14 weeks (3.5 months)

This timeline accounts for both development and thorough testing to ensure the application meets performance, security, and user experience expectations.

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Books
are
better
than
people

THANK YOU