Network hw04

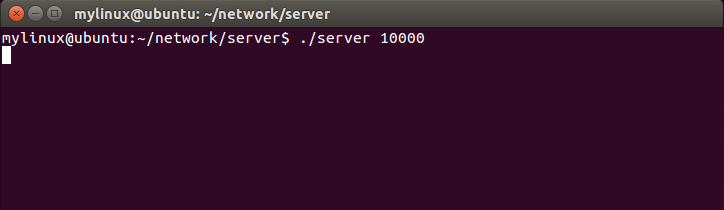
FTP - by TCP

Koomin University – Computer Science

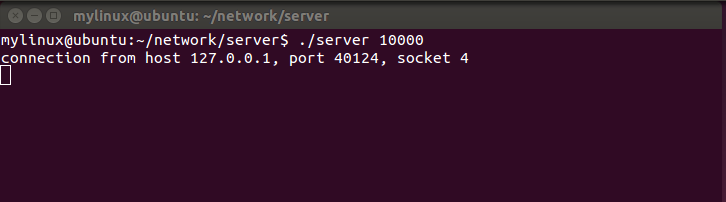
TEAM 7

Manual

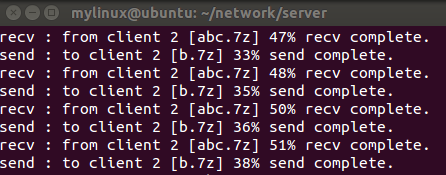
1. Server
2. Command : ./server port



1. If client connect to server,

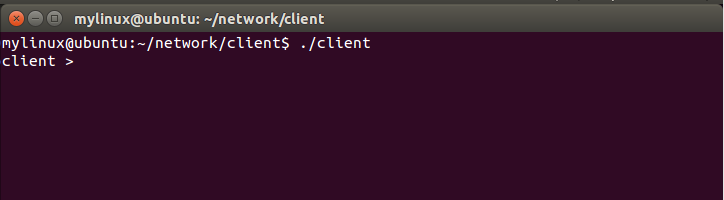


1. Receive File from client / Send File to client

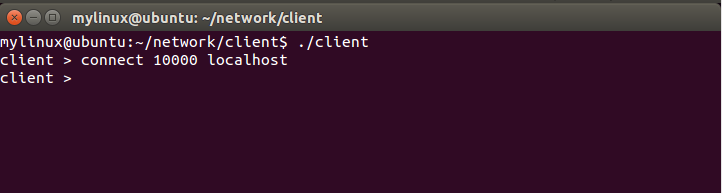


1. Cleint
2. Command

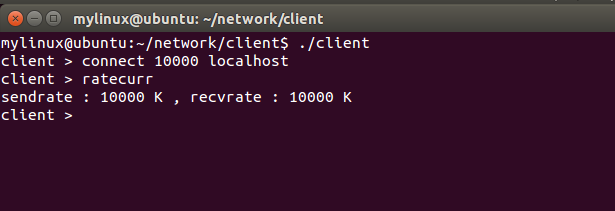
* Excute : ./client



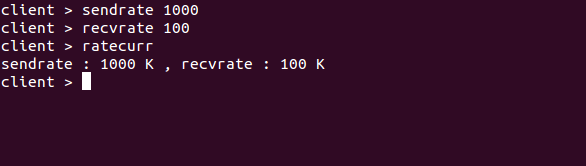
* Connect : connect [server port] [server ip]



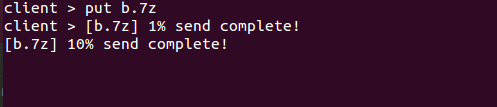
* Send rate / Receive rate : ratecurr



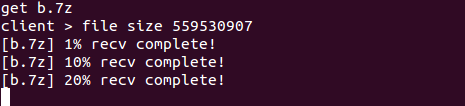
* Chage rate : sendrate [value] / receiverate [value]

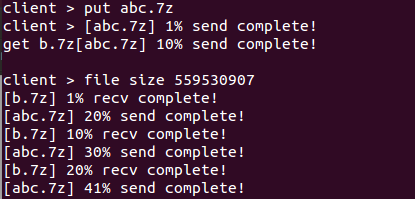


* File send to server : put [filename]

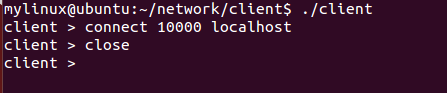


* File receive from server : get [filename]

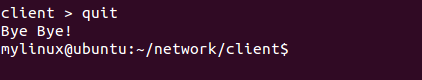




* Disconnect : close



* End : quit



Explanation

1. UI
2. Server

* The server is implemented to output a time condition to the second.

1. Client

* The client has implemented so as to output the state every time a file is changed by 10%. In this way, the console window without very busy, and so the user can use console window for command.

1. Speed Control

* We measure the data transfer rate per second. If it is given and is higher than the rate, to control the speed by using the usleep().

1. Option

* We use the " fork () ", put function and get function is implemented as separate runs. Moreover, it assigned a TCP socket, one for each function. Therefore, it is possible to satisfy both Option A and Option B.

GitHub : https://github.com/20103306/network