Computer Network

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Team : 2

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1. The detail of implementation

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Client : Command is 'connect', 'put', 'get', 'close', 'quit', and 'list'.

'List' prints out file list of client. If it inputs wrong command, it prints out list of command.

First, If 'put' hasn't file, it try to input command once more.

In other cases, If 'put' has file, it delivers to server file size and file name in regular sequence.

Then, it sends 700 bytes files for each one to read a file into server, and after it calls ‘recv’ function to know whether server gets normally or not, it waits for a message.

Each time progress bar becomes 10% in infinite loop, it prints out '\*' for more than one.

Send a file name to server and check whether 'get' exists or not.

If it exists because it get message, it receives file size from server.

And after it receives 700 bytes file for each one, it sends continuously message that got normally to server.

if the number of bytes that both 'put' and 'get' receive is identical with file size, we close file of it after it escapes from infinite loop. And then we implement single server.

it rotates loop in client until command of close comes.

If it comes 'put' message, it runs identical with 'get' part of client.

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Test inputs more than 500 MB Alzip in file of server code.

we can implement diff.

2. The contribution of each member

박지현 : Implement Server.

김다은 : Implement Server and Write report..

이성수 : Implement Client and Write report

전한셈 : Implement Client