

User Manual

of

ADVANCED DOWNLOAD MANAGER

Created by-

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Std ID: 1605039

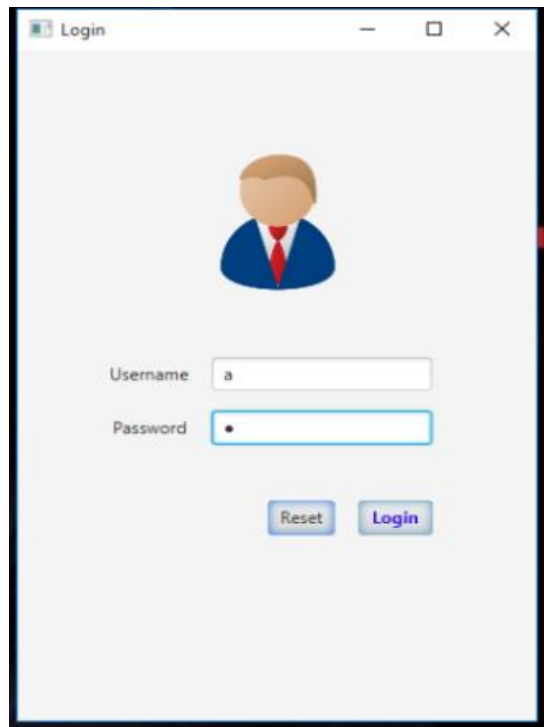
Dept. of CSE.

Supervisor Name:

Khaled Mahmud Shahriar

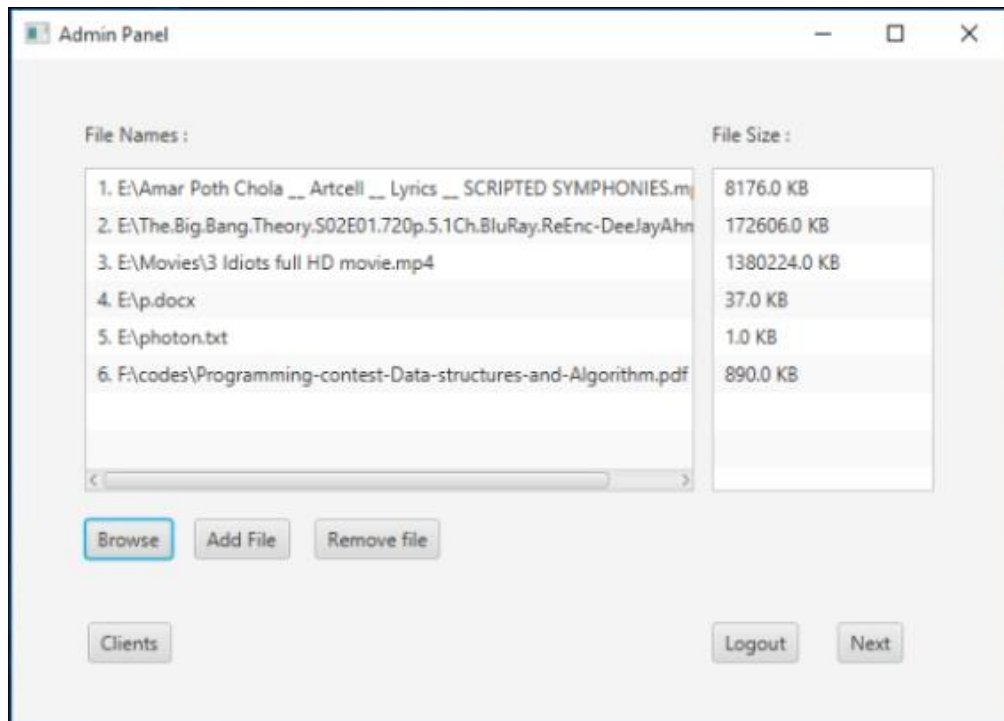
Server Application

The Server will start with an admin UI where admin can log in with correct username and password which is “admin” as a username and “123” as a password in this case.

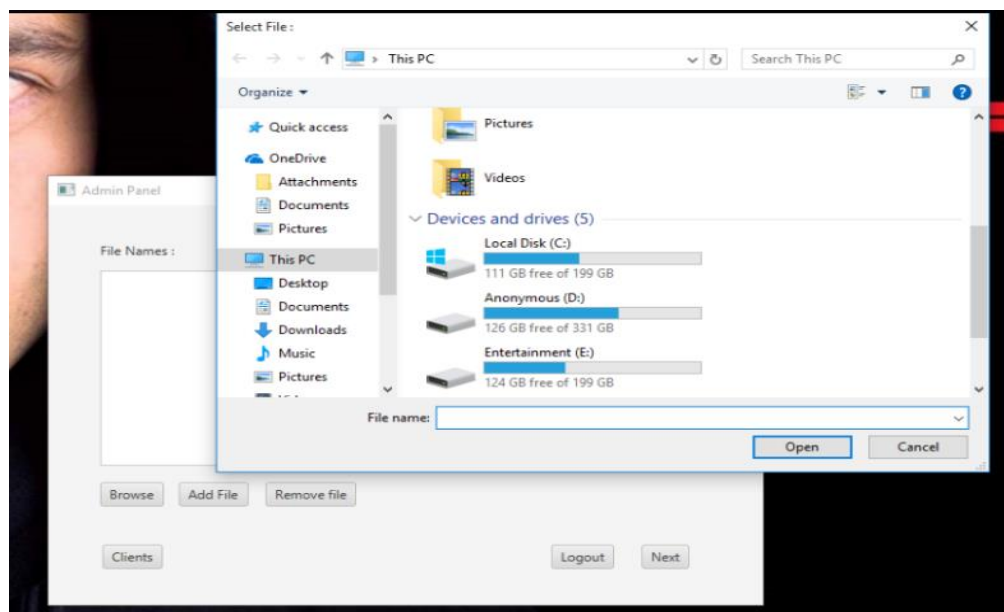


With the successful log in admin will be directed to the main admin panel where the overall information about the server is hold.

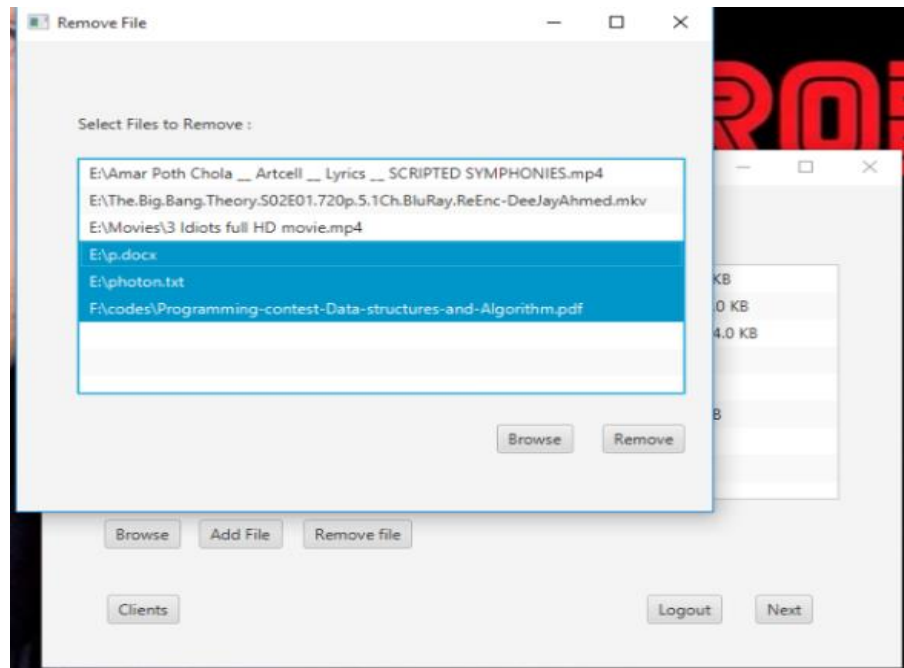
Admin can click “Browse” button to browse the file that are available to download for the connected and verified clients.



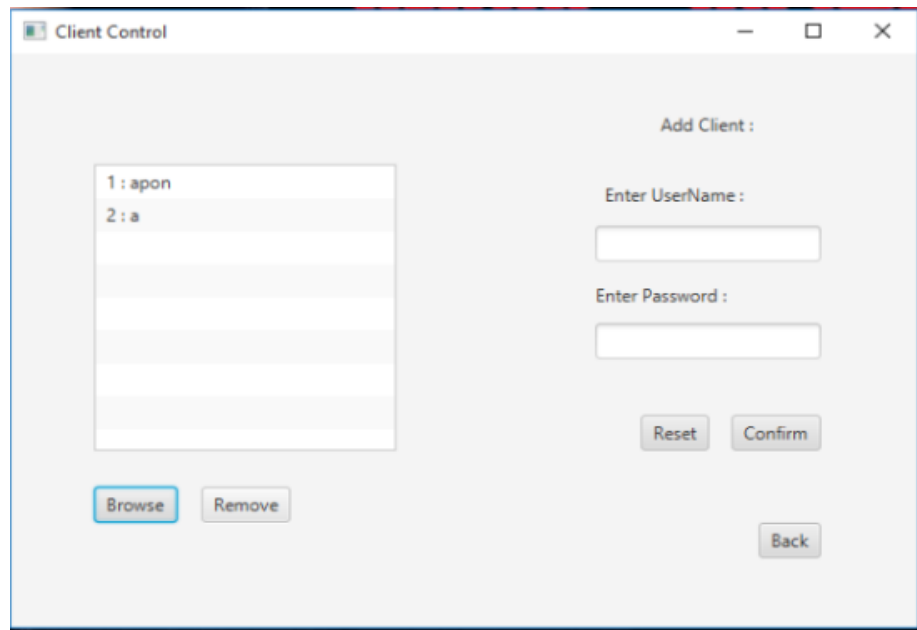
Admin can also click the button “Add File” to link the file of the existing server machine to the main server for the connected and verified clients.



Admin can also remove the files, multiple at a time even, linked to the server from the server machine by clicking “Remove File” button.



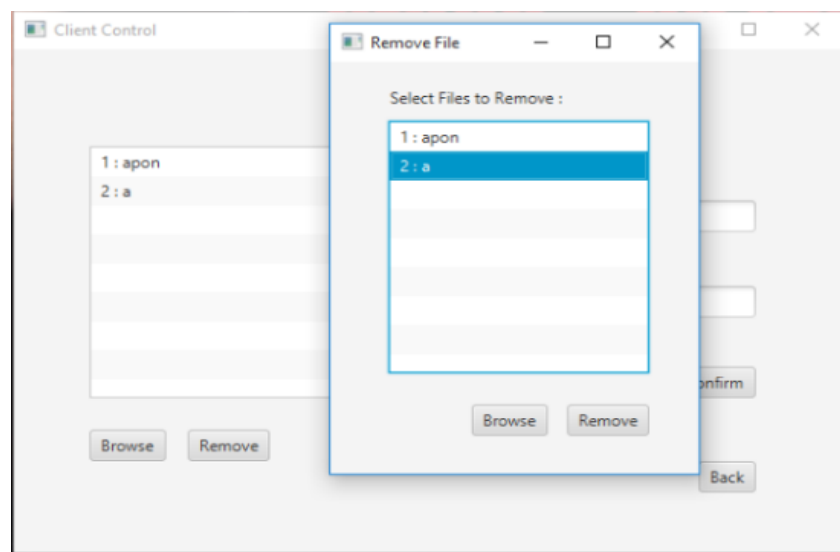
Admin panel UI also contains a section to handle the clients to be connected to the desired server which he/she can access just by clicking “Clients” button.



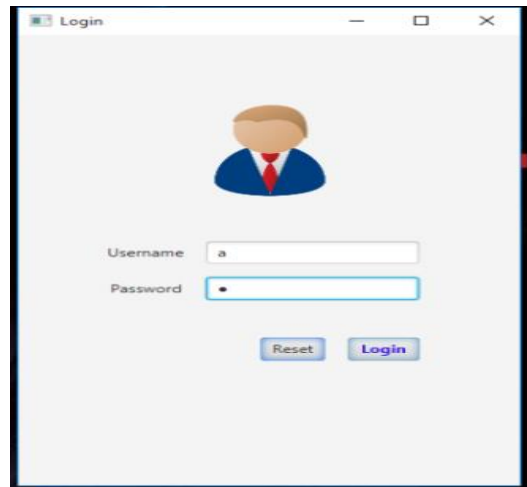
Admin can manage all the client handling action right from this point.

Admin can click "Browse" button to get the usernames of all the connected and verified clients. Similarly, he/she can add new clients to the server by writing the username with an appropriate password after hitting "Confirm".

Meanwhile, admin can even remove any client username to be banned from the server by clicking "Remove" where he/she will be directed to a pop up new window to do the work hitting "Browse" and "Remove" very easily from the UI like below.



After admin is done finishing with featuring up the server with linked files and connected clients, he/she can hit the "Next" button for launching the server with the appropriate port number from the admin.

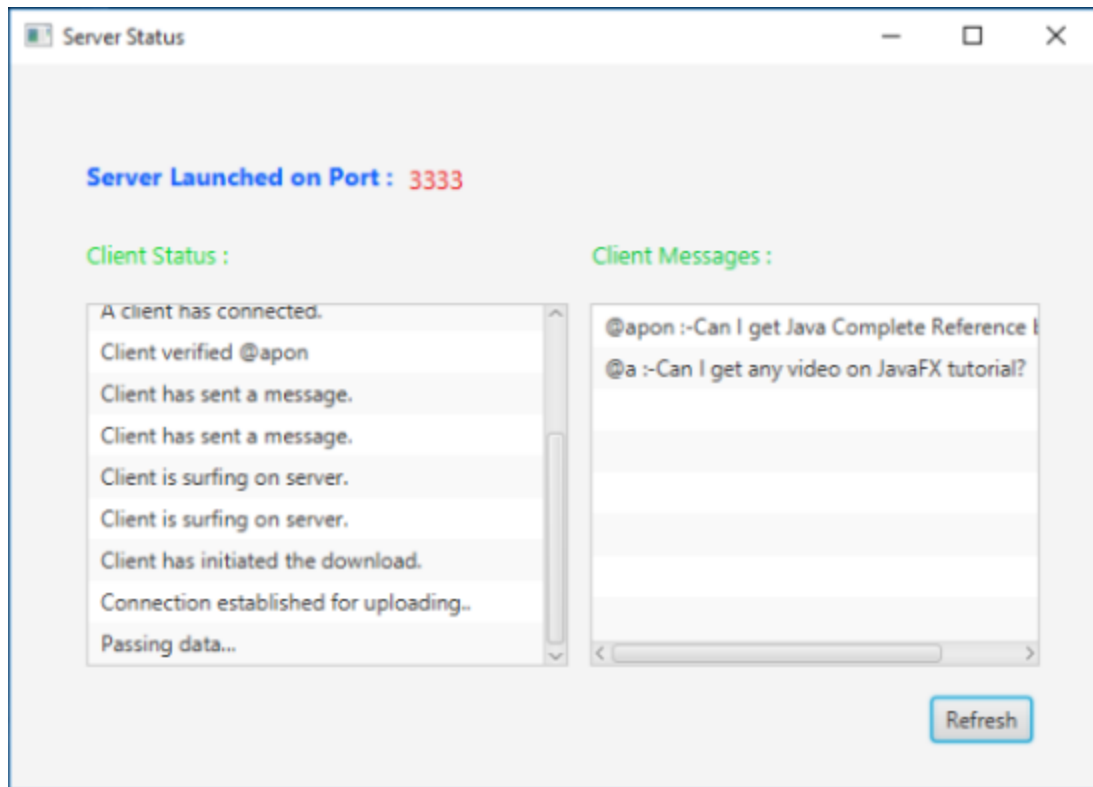


After launching the server, the server goes online for the client service. The next window helps the admin to look over the connected clients about what they are doing.

When a client gets connected, when the verification of the connected client has run and whether the clients are verified or not, all admin can monitor from the "Client Status". Even, after connection what the clients are doing can also be monitored from here.

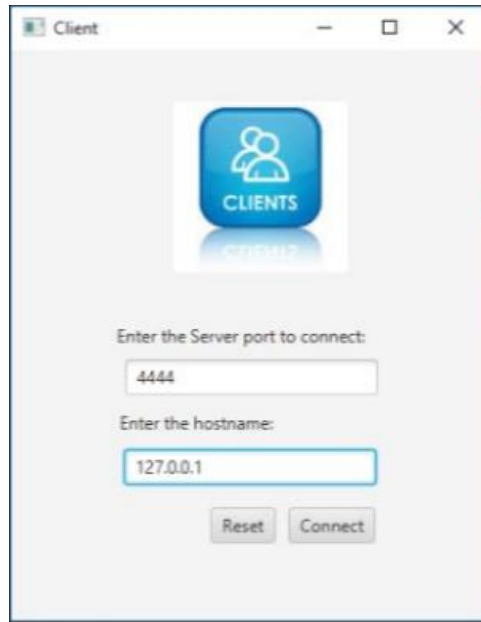
Eventually, if any clients request for any file or anything to the server, that can be right seen from the "Client Messages" window.

Admin has to just hit "Refresh" button while willing to do so.



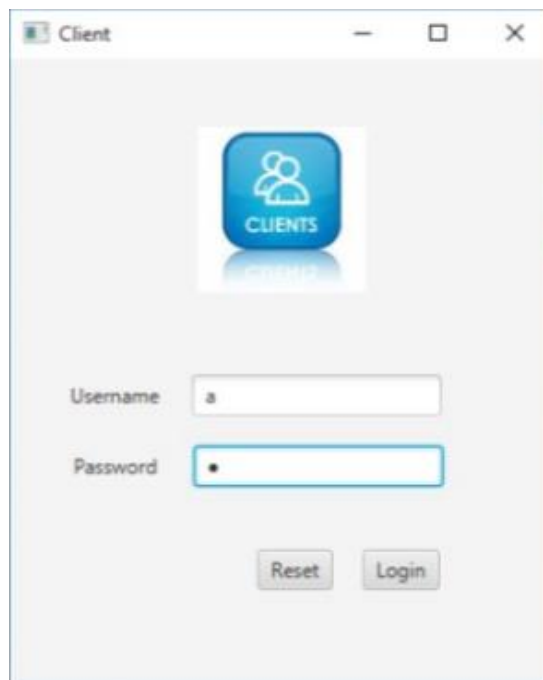
Client Application

Client launch the application with the UI asking for the correct server port and hostname to connect.



A screenshot of a software window titled "Client". At the top center is a blue square icon with two white figures and the word "CLIENTS" below it. Below the icon, the text "Enter the Server port to connect:" is followed by a text input field containing "4444". Below that, the text "Enter the hostname:" is followed by a text input field containing "127.0.0.1". At the bottom are two buttons: "Reset" and "Connect".

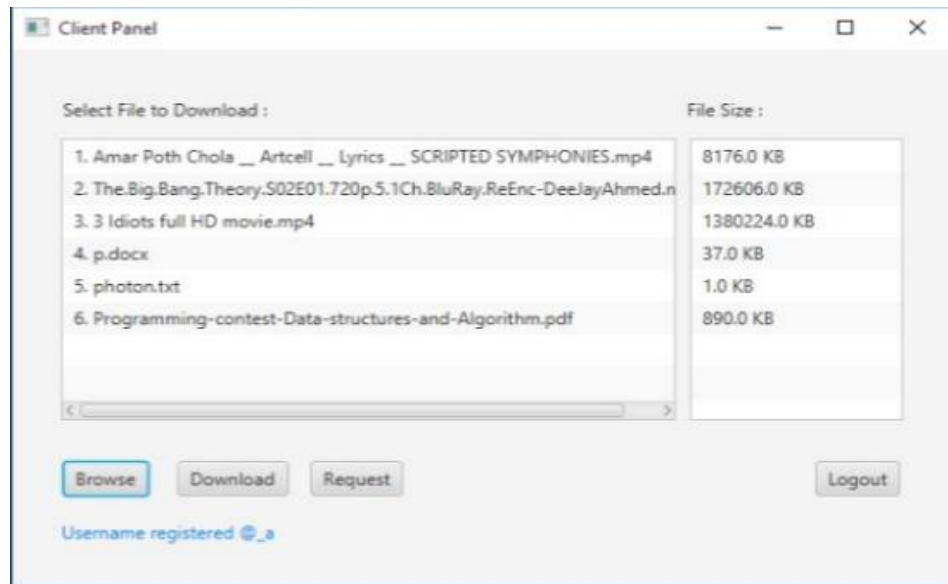
If the port is correct with the correct server port and hostname, the login window will appear next after clicking "Connect" button.



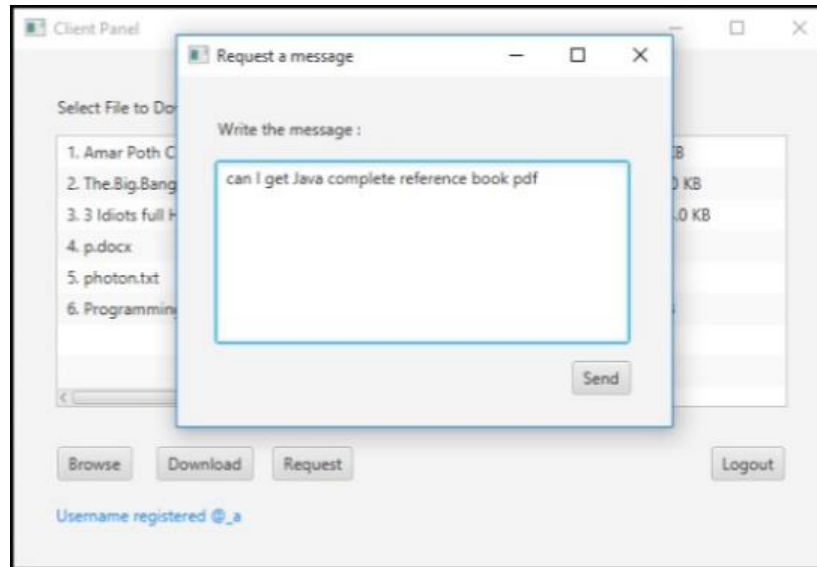
A screenshot of a software window titled "Client". At the top center is a blue square icon with two white figures and the word "CLIENTS" below it. Below the icon, the text "Username" is followed by a text input field containing "a". Below that, the text "Password" is followed by a text input field containing a single asterisk. At the bottom are two buttons: "Reset" and "Login".

The connected client now need to enter correct username and password here to enter into the main client panel eventually by clicking “Login” button. Else, an unauthorized client login trial will be implicitly passed to the server client status.

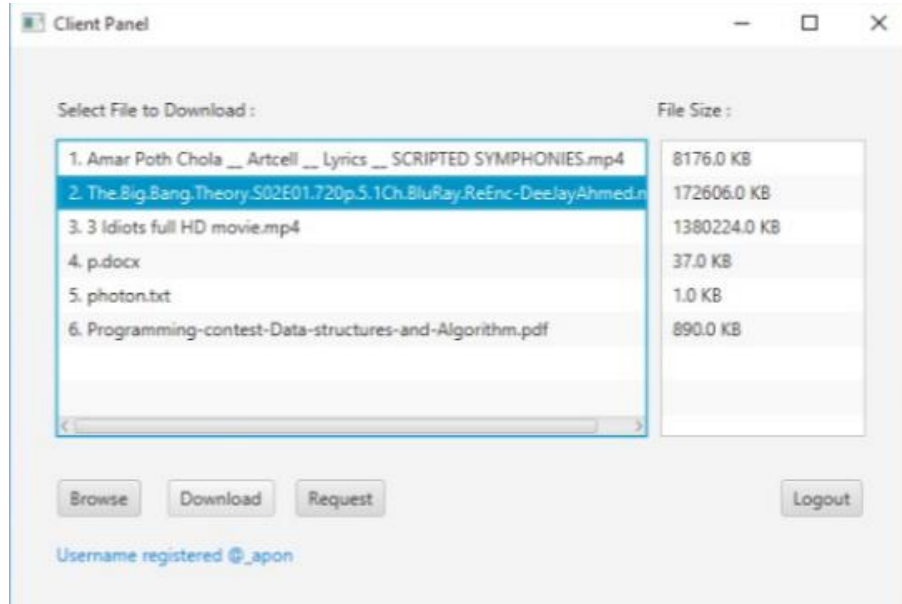
The Client panel will appear next with the successful login where the clients will be able to see the existing files in the server with its size.



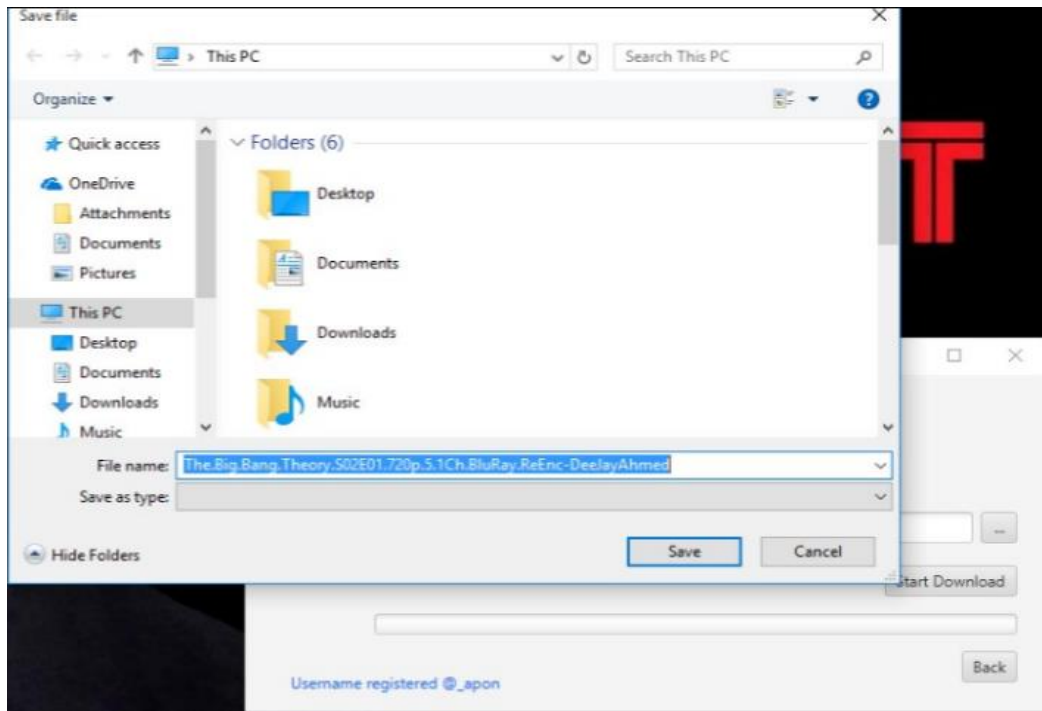
Client panel also has a “Request” button from which client can send request to server for a file or anything from the new pop up window from that, clicking “Send”.



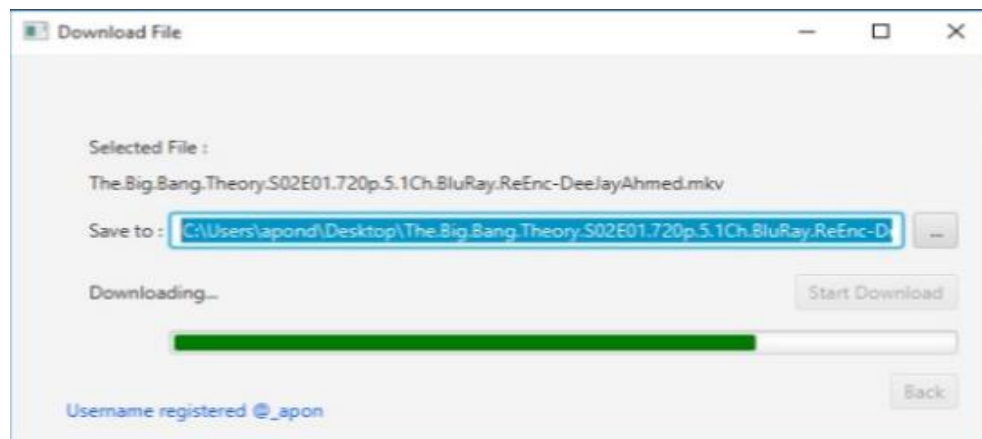
Clients can select any file from the list of the available files they want to download by clicking on the file name for selection and then hitting “Download” button to initiate the download of the file.



With the new UI after clicking “Download” from the client panel, clients need to specify the directory of their machine to save the download file by clicking “...” button to specify the save location.



Next clients can start the download by clicking the “Start Download” button and eventually the download will start and the progress of the download will be visible from the progress bar.



After the completion of the download, the confirm window will pop up from which the clients can go back to the client panel by hitting “OK”.



The End