

DCN FILE TRANSFER SYSTEM USING PYTHON SOCKET PROGRAMMING

Doucemntation

GROUP NO: 5

MUHAMMAD DAWOOD

2023-AG-9617

AYAAN KHURRAM

2023-AG-9611

ADINA ABRAR

2023-AG-9487

Submitted To: Dr.Ahsan Raza Sattar

Course Code: CS-406

Course Title: DCN

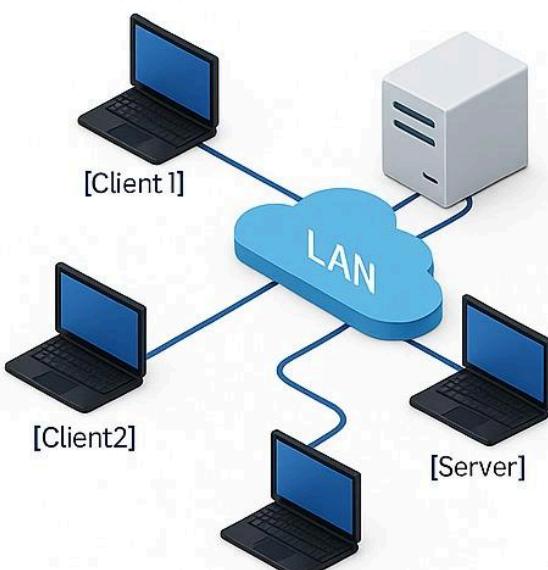
DCN FILE TRANSFER SYSTEM USING PYTHON SOCKET PROGRAMMING



1 INTRODUCTION

- Uploading and sharing files over a network is essential for applications like remote backups and distributed file sharing.
- This project demonstrates a file transfer system using Python's socket programming to communicate between clients and a server.

2 SYSTEM ARCHITECTURE



- One server, multiple clients setup is used for the file transfer system.
- Clients initiate the connection to the server to upload or receive files.
- All devices communicate over a local area network (LAN).

OBJECTIVES

1 Efficient Data Sharing

- Quick and reliable sharing of large files through direct download.

3 Scalability for Multiple Clients

- Multithreading on server to handle multiple uploads simultaneously.

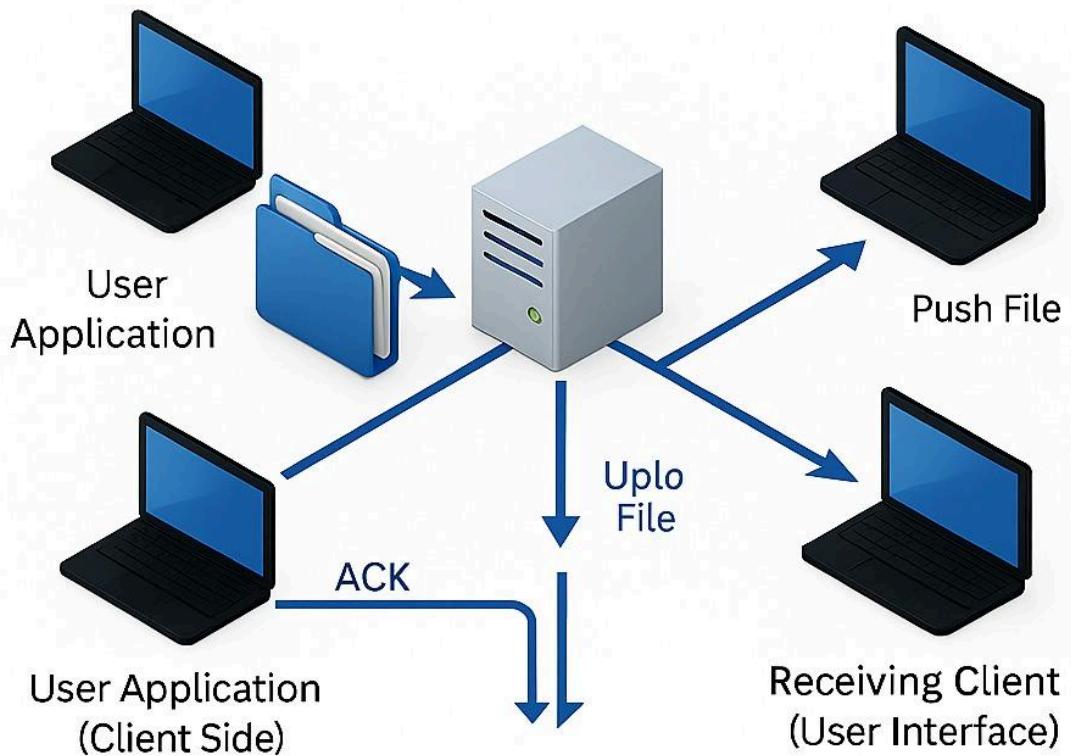
2 Secure File Transfer

- Encryption and hash-checking mechanisms for safeguarding sensitivity.

4 Reliable Delivery and Acknowledgment

- Use of acknowledgments to confirm receipt.

File Transfer Flow



PYTHON SOCKET FROGRAMMING



1. FILE TRANSFER SYSTEM

Socket programming in Python allows computers to communicate over a network. It's widely used to implement client-server applications – and one of the most practical examples is a File Transfer System.



HOW IT WORKS:

- **Socket Creation**
Python provides the `socket` module to create a socket
- **Server Side**
 - Binds to a specific IP address and port
 - Listens for connections from clients
 - Accepts a connection and waits to receive files
- **Client Side**
 - Connects to server's IP address and port



DATA FLOW EXAMPLE:

- **Client.** Selects a file and sends it in binary chunks
- **Server.** Receives and writes file using `recv()` method
- Uses TCP (Transmission Control Protocol) for reliable transmission

PYTHON SOCKET PROGRAMMING

2. PROJECT COMPONENTS – PYTHON FILES FOR COMMUNICATION

Socket-based file transfer systems are typically broken down into modular Python scripts, each handling a specific part of the communication pipeline.



COMPONENTS OVERVIEW:



Client



Server

- push_client.py
- client_uploader.py
- file_to_send.txt
- push_server.py
- multi_client_server.py
- file_to_send.txt

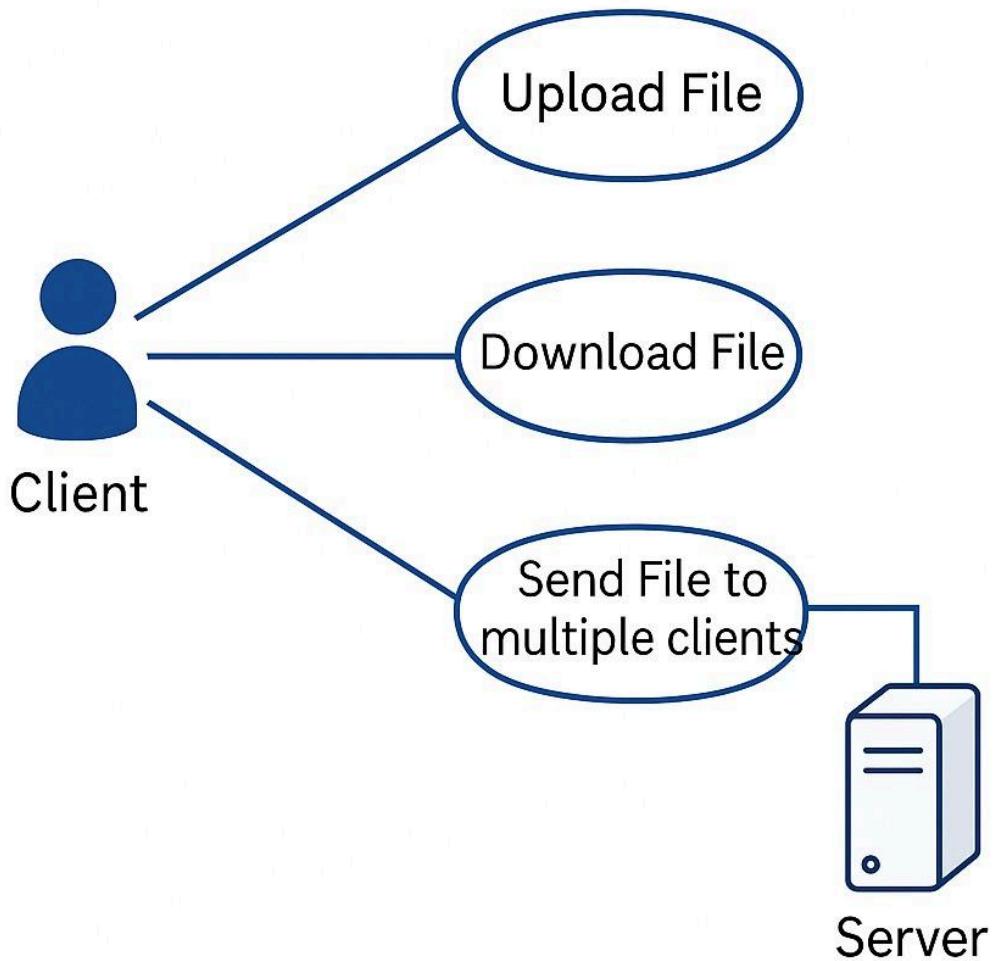
CLIENT FILES

-  **push_client.py**
Connects to the server and initiates the file transfer.
-  **client_uploader.py**
Uploads selected files to the server using sockets
-  **file_to_send.txt**
A sample file prepared to be sent to the server

SERVER FILES

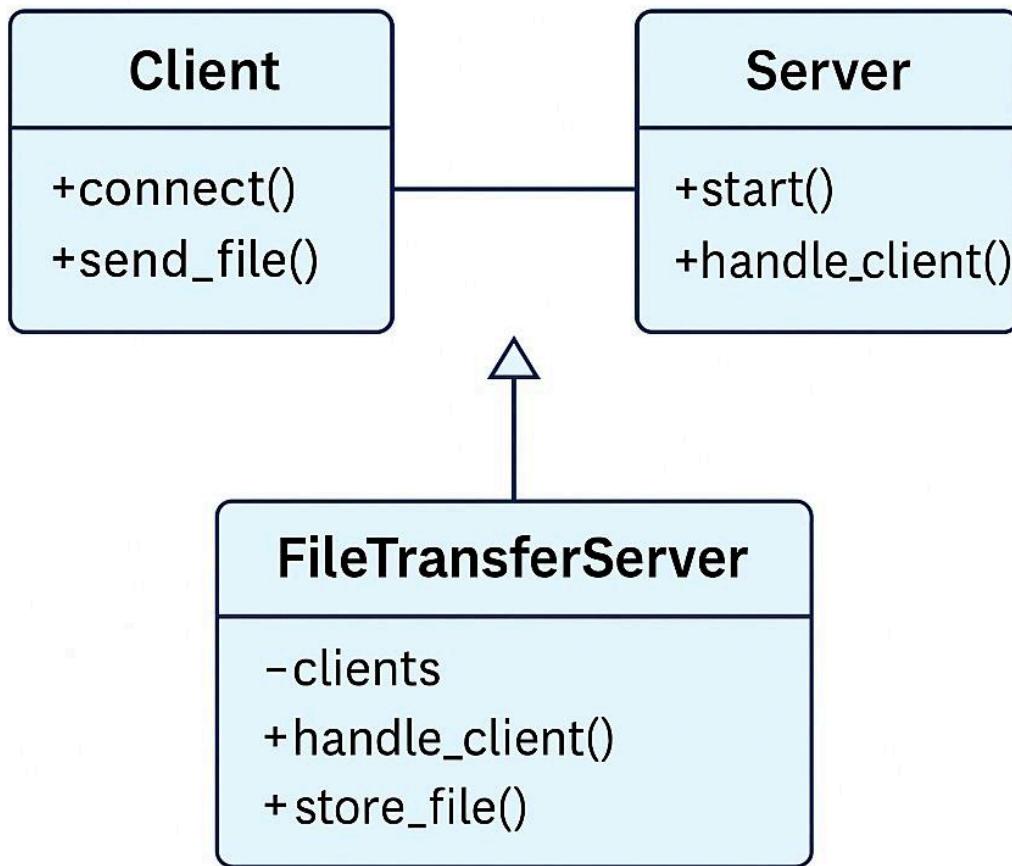
-  **push_server.py**
Waits for client connections, receives incoming files, and stores them.
-  **multi_client_server.py**
A threaded socket server that handles multiple clients sending files concurrently
-  **file_to_send.txt**
A sample file located on the server side (may be used for sending back or testing)
-  **received_55425_file to_send.txt**
A file received from a client, used for verification of transfer

USE CASE DIAGRAM



A use case diagram representing the file transfer system. The client can upload and download files, while the server can distribute a file to multiple clients.

CLASS DIAGRAM



A class diagram illustrates the structure of the file transfer system implemented in Python using socket programming, including the Client, Server, and FileTransferServer classes.

HOW TO RUN THE PROJECT

The screenshot shows the VS Code interface. On the left is the file explorer with a folder named 'DCN Project' containing subfolders like 'client', 'common', 'server', and 'utils'. In the center is the code editor with a Python script named 'push_server.py'. The script contains code for a server that handles client connections and saves files to a directory. On the right is the terminal window showing the command 'python push_server.py' being run from the 'DCN Project' directory.

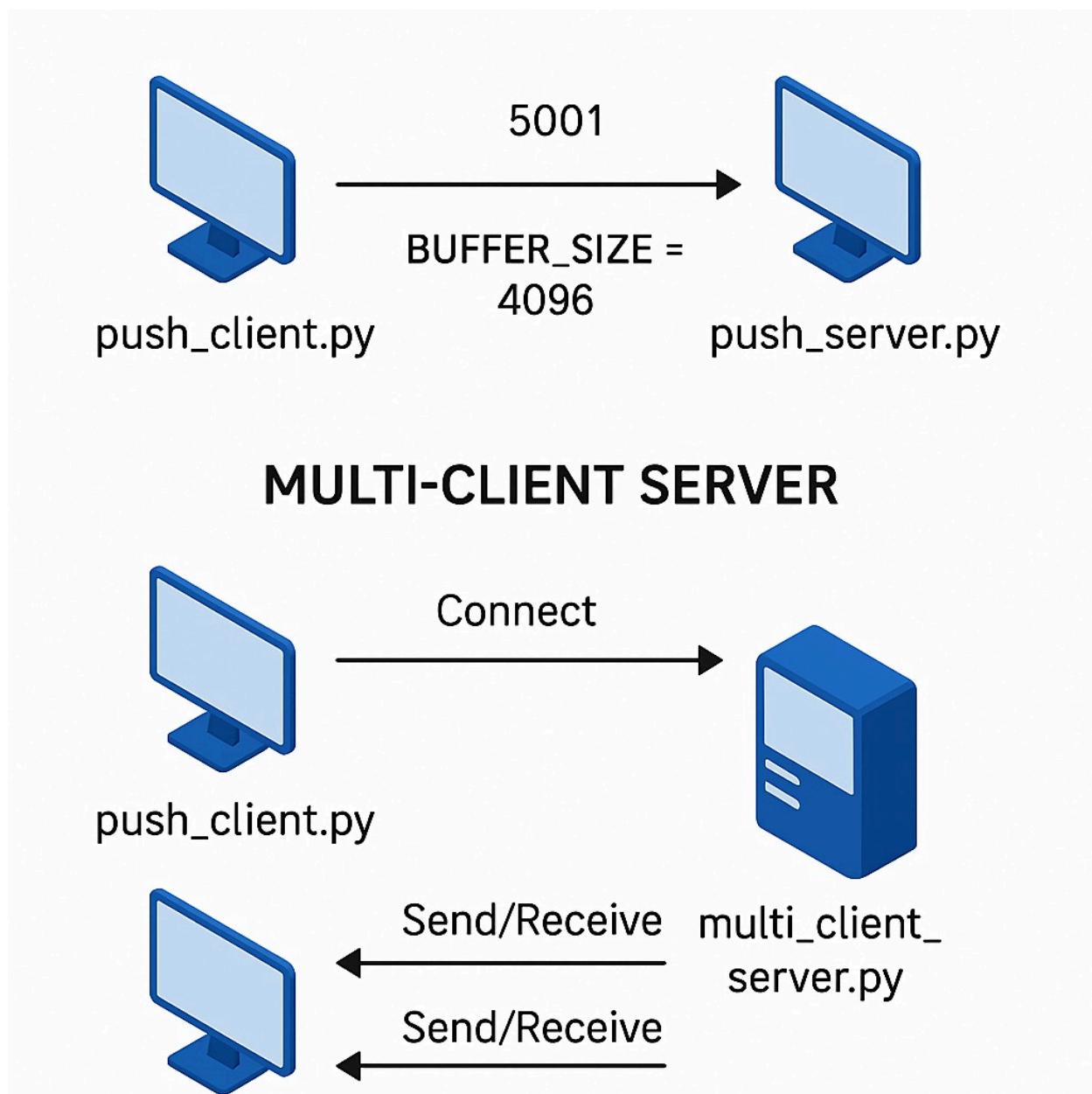
```
python push_server.py
```

- 1 Open the project folder in VS Code
- 2 Launch the Terminal in VS Code
- 3 Run the server script: `python push_server.py`
- 4 Run the client script: `python push_client.py`

The screenshot shows a terminal window with the title 'Command Prompt'. It displays the command 'python push_server.py' being run from the 'DCN Project' directory. The output shows the server starting and listening for connections.

```
python push_server.py
```

Client server Architecture



- The server starts listening for incoming connections on 0.0.0:5001

```
C multi_client_server.py  
[+] Server listening on 0.0.0:5001
```

- The client uploads file_to_send.txt to the server

```
> flclint_uploader.py <`  
[+] File file_to_send.txt sent success
```

- The server receives and attempts to parse the file header

```
C multi_client_server.py  
[+] Server listening on 0.0.0:5001  
[+] '192.160.100.19',/ connected  
[+] Error parsing header from <'193,%0+1 to server:  
file_to_send.txt <SCRARATOR•24hehehe heheh he
```

FUNCTIONALITIES EXPLAINED



1 FILE UPLOAD BY CLIENT

Client side initiates the connection, selects a file, and uploads it using socket programming.



2 FILE RECEIVING BY SERVER

Server listens for incoming connections, receives file data in chunks, and stores it locally.



3 MULTI-CLIENT SUPPORT

Threaded or asynchronous server architecture to handle multiple clients simultaneously



4 ERROR HANDLING / DATA INTEGRITY

Implements error handling to manage failed transfers and checksums to ensure data validity.

LIMITATIONS



Single-Threaded Server

The basic server design handles one file transfer at a time. It cannot accommodate multiple concurrent clients → need multithreading



Lack of Encryption

File data is sent in plain text, making it vulnerable to interception by unauthorized parties → need secure protocols like SSL/TLS



No Interrupt Handling

Currently, the server cannot gracefully handle client disconnections or unexpected errors → need better interrupt handling



No File Size Limit

There is no built-in limit for file uploads, which could lead to excessive memory or storage use → need to implement size checks

FUTURE ENHANCEMENTS



1 ERROR HANDLING

Implement more robust error handling to deal with network failures and file transfer errors.

2 MULTIPLE CLIENTS

Improve the server to handle concurrent connections from multiple clients more efficiently

3 PACKET SIZE

Optimize the packet size used for data transfer to enhance efficiency

4 SECURITY

Add encryption and authentication to secure file transfers

CONCLUSION

A socket-based file transfer system was successfully developed using Python socket programming.

Crafting such a system enhanced our understanding of network communication, socket programming, and multi-client architectures.

This project showcases a practical application of computer networks in facilitating reliable data transfer.

