

# COMPUTER NETWORK PROJECT

## TITLE: CLOUD STORAGE SYSTEM

**Team - 23**

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### Output Screenshot:

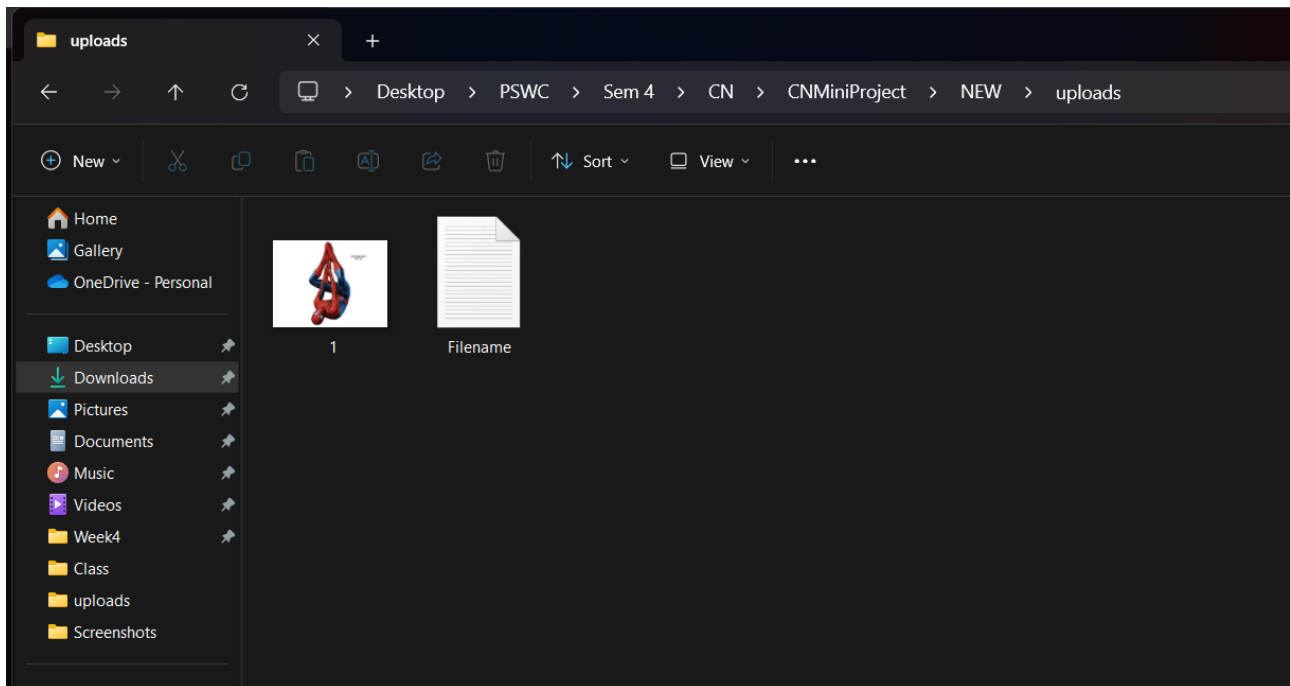
### Server

```
Command Prompt - python 5 x + v
Microsoft Windows [Version 10.0.22631.3235]
(c) Microsoft Corporation. All rights reserved.

C:\Users\aditya vinayak>cd C:\Users\aditya vinayak\Desktop\PSWC\Sem 4\CN\CNMiniProject\NEW

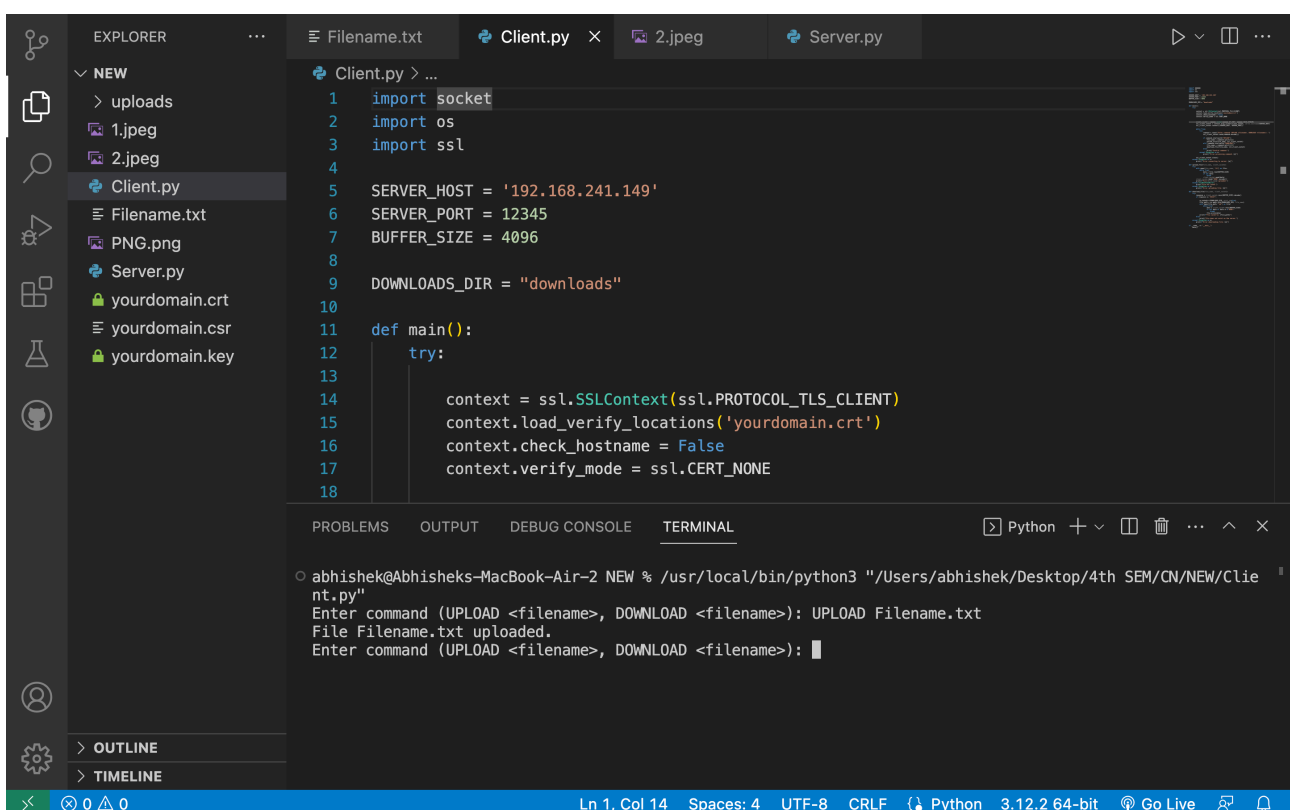
C:\Users\aditya vinayak\Desktop\PSWC\Sem 4\CN\CNMiniProject\NEW>python Server.py
Server listening on 192.168.241.149:12345
Client ('192.168.241.163', 50705) connected.
File saved to: uploads\Filename.txt
Client ('192.168.241.163', 50715) connected.
File saved to: uploads\1.jpeg
Client ('192.168.241.163', 50754) connected.
Client ('192.168.241.163', 50755) connected.
File Filename.txt sent.
Client ('192.168.241.163', 50756) connected.
File 1.jpeg sent.
|
```

Client uploaded files are saved in uploads directory in server

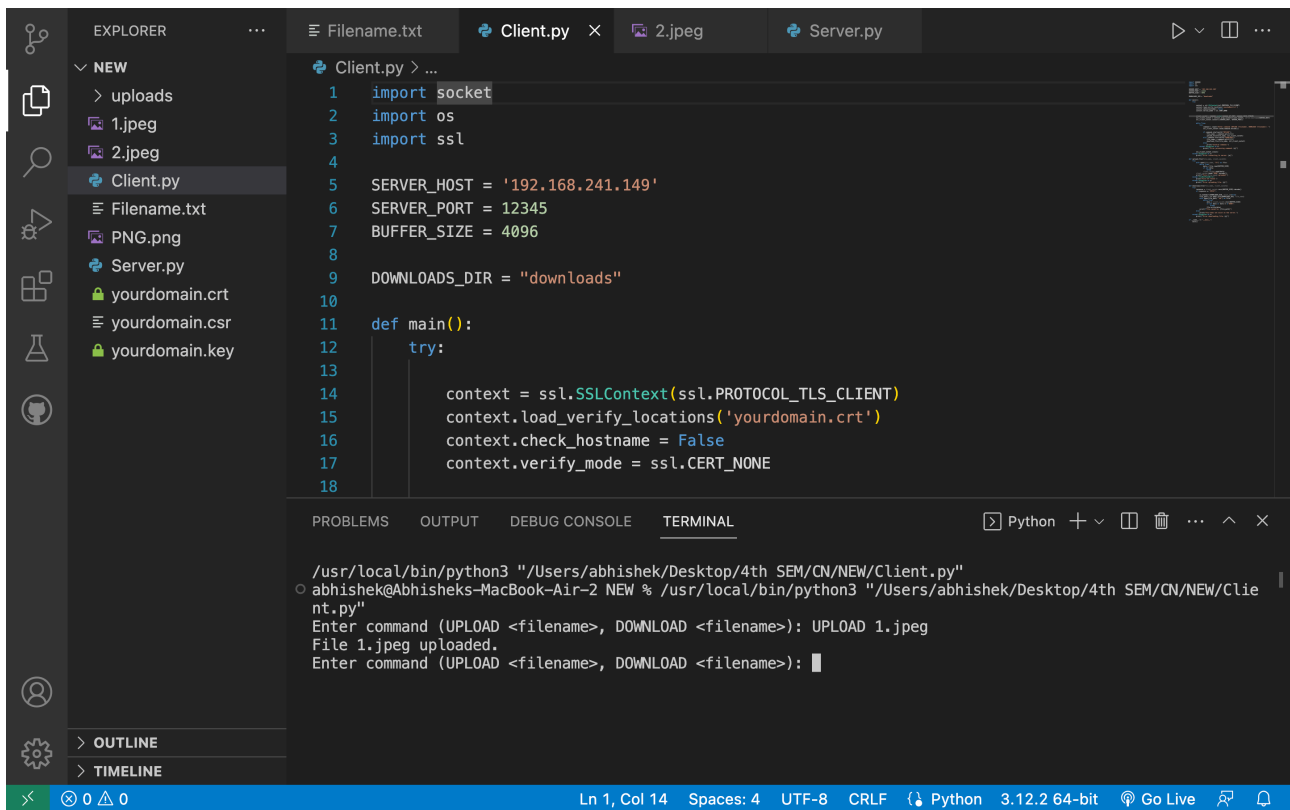


## Client

.txt file is uploaded



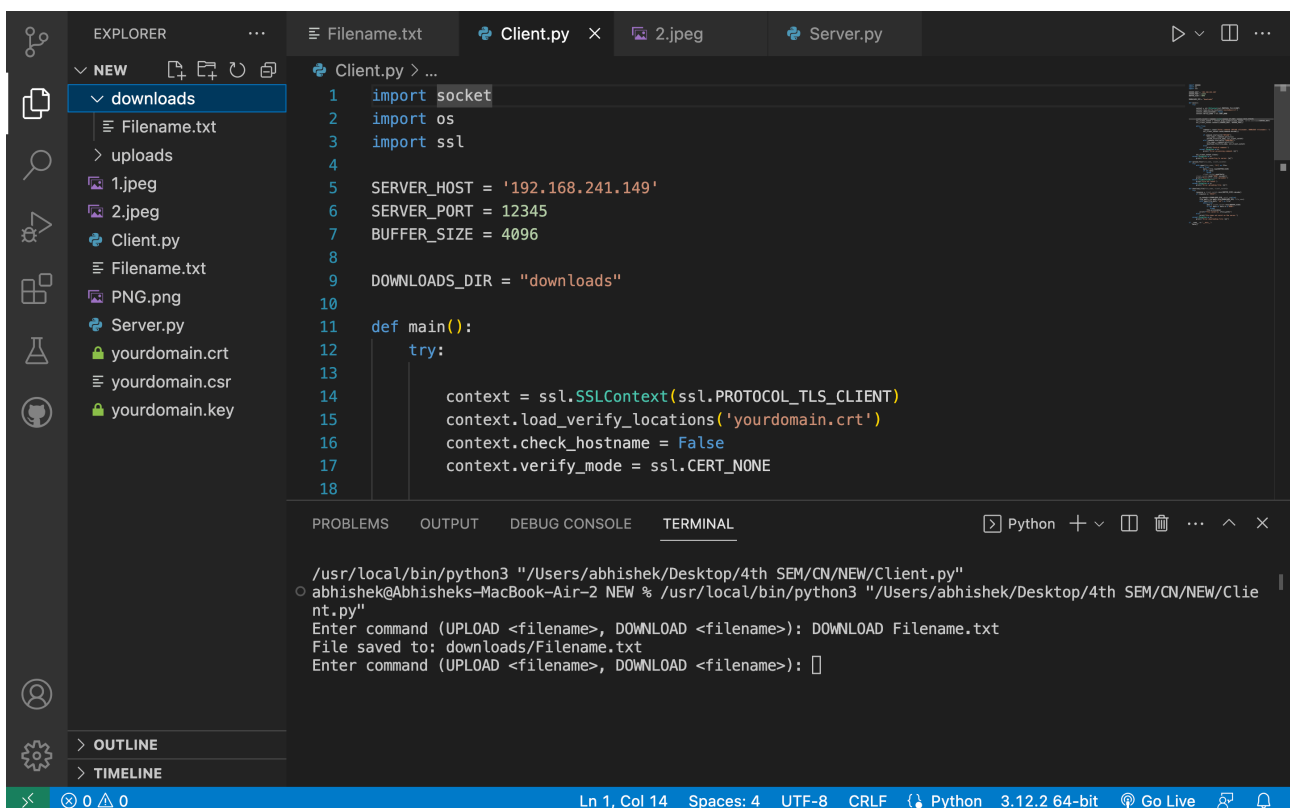
.jpeg file is uploaded



The screenshot shows the Visual Studio Code interface. The Explorer sidebar on the left displays a project structure with a 'NEW' folder containing 'uploads', '1.jpeg', '2.jpeg', 'Client.py', 'Filename.txt', 'PNG.png', 'Server.py', and certificates. The main editor shows 'Client.py' with Python code for a client. The terminal at the bottom shows the command execution and the successful upload of '1.jpeg'.

```
Client.py > ...
1 import socket
2 import os
3 import ssl
4
5 SERVER_HOST = '192.168.241.149'
6 SERVER_PORT = 12345
7 BUFFER_SIZE = 4096
8
9 DOWNLOADS_DIR = "downloads"
10
11 def main():
12     try:
13
14         context = ssl.SSLContext(ssl.PROTOCOL_TLS_CLIENT)
15         context.load_verify_locations('yourdomain.crt')
16         context.check_hostname = False
17         context.verify_mode = ssl.CERT_NONE
18
19 /usr/local/bin/python3 "/Users/abhishek/Desktop/4th SEM/CN/NEW/Client.py"
20 abhishek@Abhisheks-MacBook-Air-2 NEW % /usr/local/bin/python3 "/Users/abhishek/Desktop/4th SEM/CN/NEW/Client.py"
21 Enter command (UPLOAD <filename>, DOWNLOAD <filename>): UPLOAD 1.jpeg
22 File 1.jpeg uploaded.
23 Enter command (UPLOAD <filename>, DOWNLOAD <filename>):
```

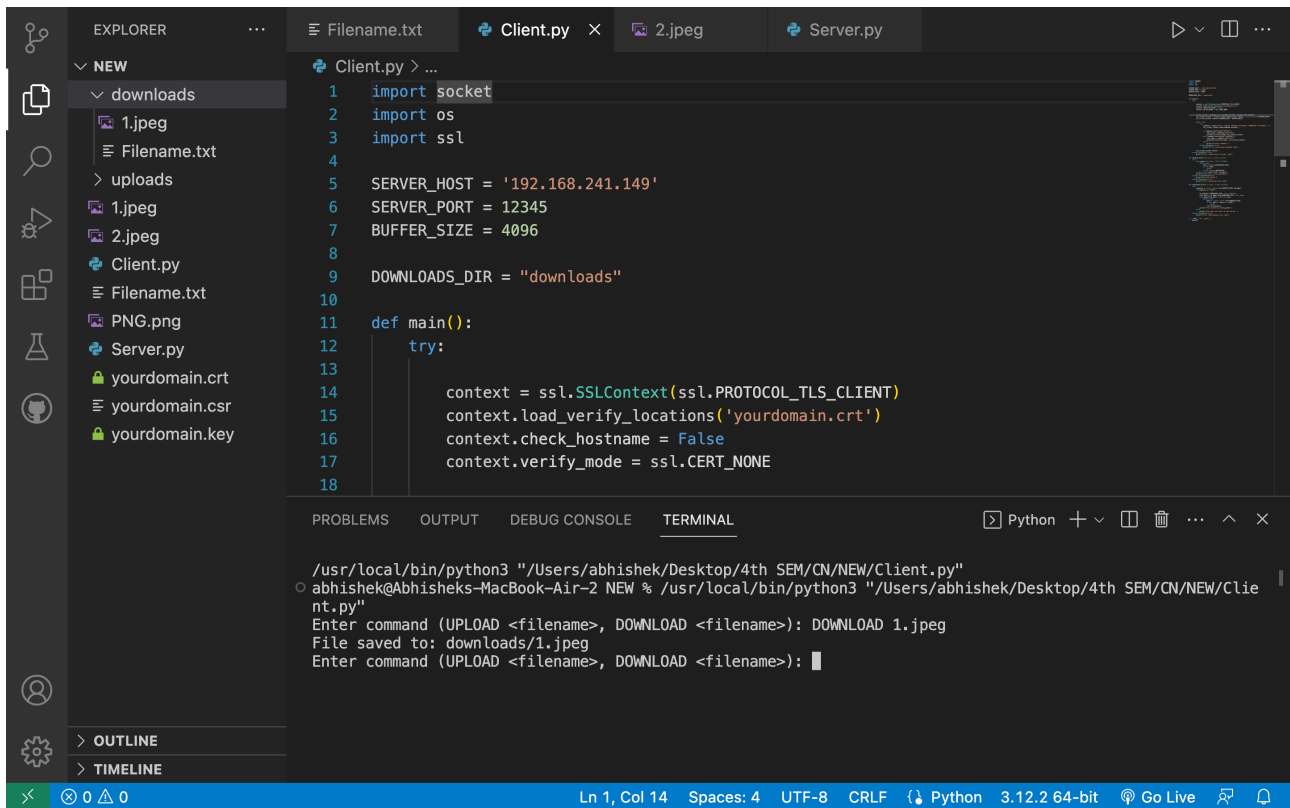
.txt file is downloaded



The screenshot shows the Visual Studio Code interface. The Explorer sidebar on the left shows the 'downloads' folder selected, containing 'Filename.txt'. The main editor shows 'Client.py' with the same Python code. The terminal at the bottom shows the command execution and the successful download of 'Filename.txt' to the 'downloads' directory.

```
Client.py > ...
1 import socket
2 import os
3 import ssl
4
5 SERVER_HOST = '192.168.241.149'
6 SERVER_PORT = 12345
7 BUFFER_SIZE = 4096
8
9 DOWNLOADS_DIR = "downloads"
10
11 def main():
12     try:
13
14         context = ssl.SSLContext(ssl.PROTOCOL_TLS_CLIENT)
15         context.load_verify_locations('yourdomain.crt')
16         context.check_hostname = False
17         context.verify_mode = ssl.CERT_NONE
18
21 /usr/local/bin/python3 "/Users/abhishek/Desktop/4th SEM/CN/NEW/Client.py"
22 abhishek@Abhisheks-MacBook-Air-2 NEW % /usr/local/bin/python3 "/Users/abhishek/Desktop/4th SEM/CN/NEW/Client.py"
23 Enter command (UPLOAD <filename>, DOWNLOAD <filename>): DOWNLOAD Filename.txt
24 File saved to: downloads/Filename.txt
25 Enter command (UPLOAD <filename>, DOWNLOAD <filename>):
```

.jpeg file is downloaded



Downloaded files are saved in downloads directory

