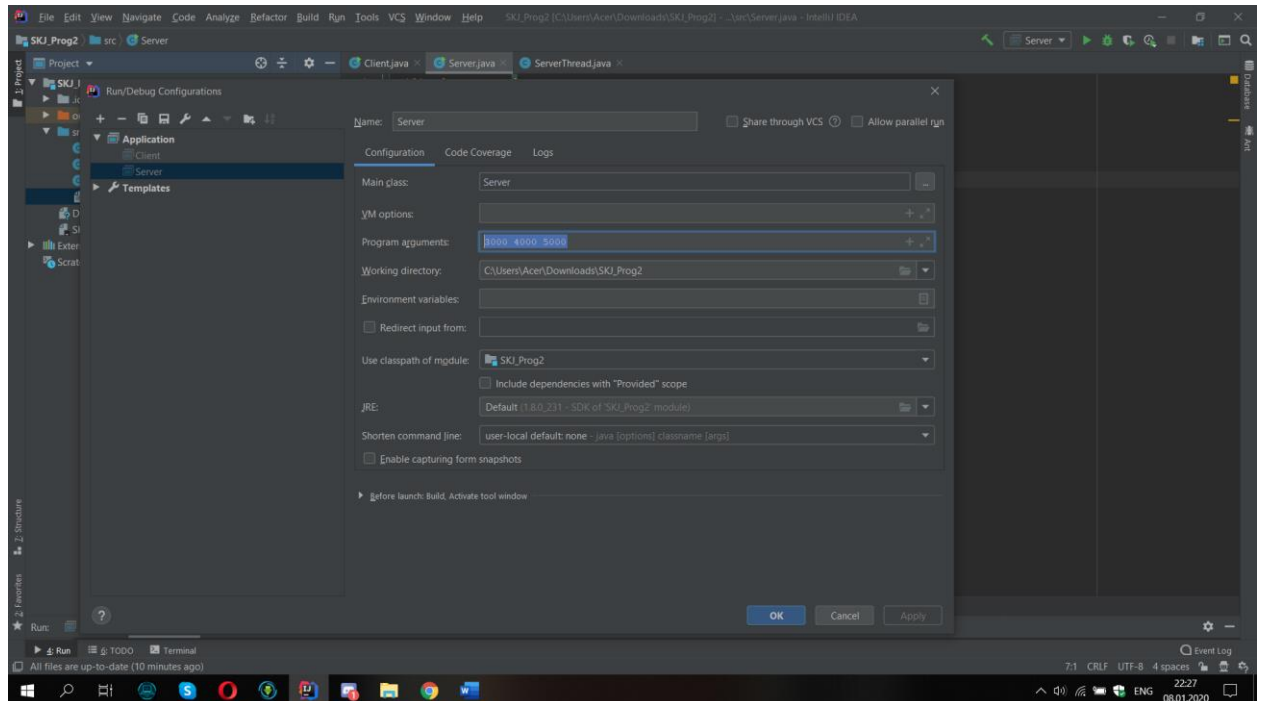


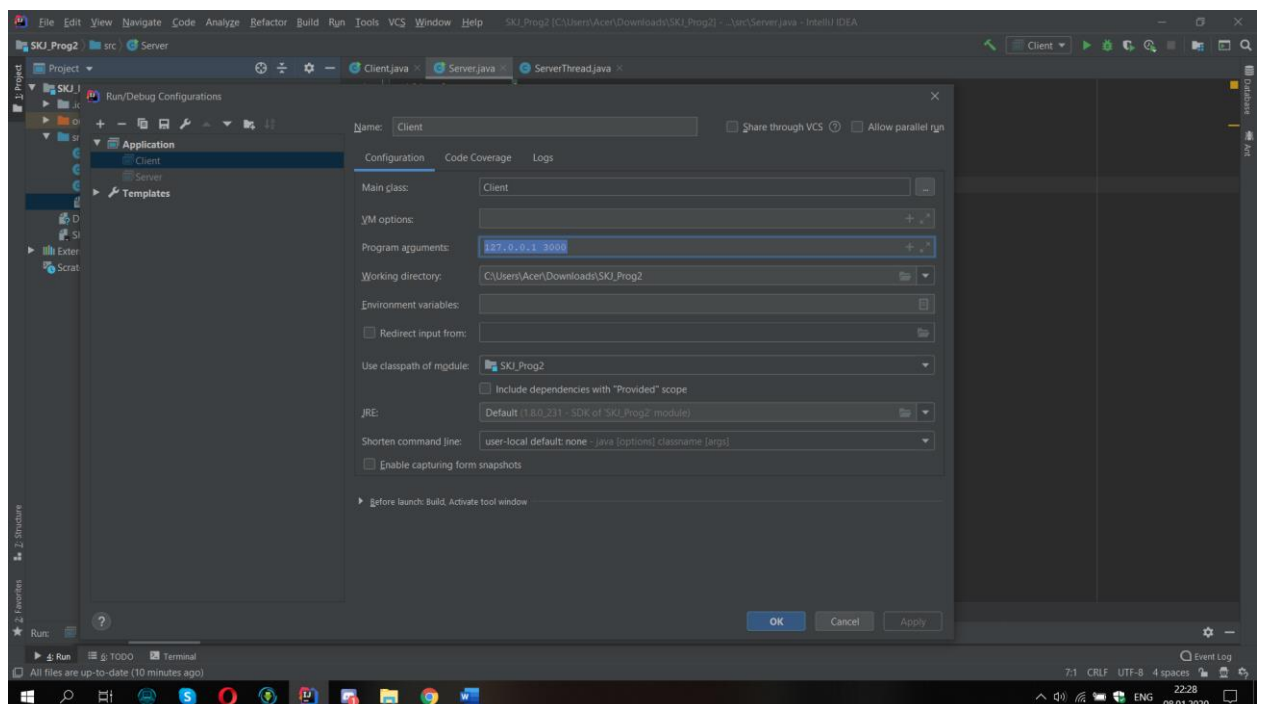
## Puchko Konstantsin s19575

I've implemented UDP port knocking server and client application.

HOW TO START: Server.java launches the server threads. You need to launch this by specifying the port numbers, that writes in arguments.



After that you need to run Client.java. To run you need to specify an IP and port (one form the sequence which was given to the Server.java).



Client will connect to the server DatagramSocket and send to it a datagram with it's IP and PORT. If this data is correct (in other case will be TIMEOUT ERROR) then Server will open a new Socket with random port.

This port server will send to client and after that on this socket server will begin transmission. First will be the name of the file and after that bytes of file. Client will read these bytes and will create a txt file with name (new + name what was sent) and will write data in it. After that server begins to wait while client will be closed. I used DatagramSocket, DatagramPacket to implement UDP protocol, InetAddress class to get IP addresses, File, OutputStream to work with files.