

Project Report Document

Team name: Entertainment

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Introduction

We all face problems trying to transfer files daily whether by cables (which is hard to integrate between two PCs besides that we don't have enough network knowledge and not all of us can share in the local network by Windows) or struggling with clouds due to limited storage and low speed.

That sparked us to make a high-speed file-sharing application with additional integrated features that we'll discuss below. And providing the app with some educational content to educate individuals about some network protocols.

Why socket?

We searched a lot about which protocol to use and finally chose socket as it was something in between simple protocols with no additional features possible, and complicated ones that are difficult to integrate, but have a vast ability to add a lot of features on it.

Problems we faced

We tried to integrate the actual file transition, but it was hard for us to code and understand the socket library due to OOP difficulties.

We managed to make a simulation by trying to approximate the same speed and the same server addressing methods. But made the addressing family optional for the user with an explanation on the difference.

Additional features we added

- Authorization on entry for security.
- List of the server contents.
- History.
- Conversion.
- Compression.
- virus - scan.

Work distribution

After the demo discussion, we changed the whole structure to a simulation and made a new design table that demonstrates the distribution of functions.

-here: [Section4_Phase2_Entertainment final - Google Docs](#)

We held regular meetings to discuss and brainstorm the functions and help each other with errors.
We distributed the phase 4 submission deliverables on the 3 of us (readme, report, presentation slides)