



CSNETWK Machine Project Specifications

The final output of this course will be a File Exchange System, enabling clients to store, share, and fetch files from a single server using either TCP or UDP protocol. The File Exchange System will consist of a server application and a client application. Additionally, the project may be implemented using Java, Python, or C programming languages. Groups of up to two (2) students are allowed.

Client Application Specifications:

1. The client application will function as the User Interface of a user when using the File Exchange System.
2. An input field should be included to allow the following input commands:

Description	InputSyntax	Sample Input Script
Connect to the server application	/join <server_ip_add> <port>	/join 192.168.1.1 12345
Disconnect to the server application	/leave	/leave
Register a unique handle or alias	/register <handle>	/register User1
Send file to server	/store <filename>	/store Hello.txt
Request directory file list from a server	/dir	/dir
Fetch a file from a server	/get <filename>	/get Hello.txt
Request command help to output all Input Syntax commands for references	/?	/?

3. An output area should also be included to display server status from other users as well as system messages from the interaction of the client and the server application.

Description	Sample Output Script
Message upon successful connection to the server	Connection to the File Exchange Server is successful!
Message upon successful disconnection to the server	Connection closed. Thank you!
Message upon successful registration of a handle or alias	Welcome User1!
Message upon successful sending a file to server with timestamp (i.e. User1 is storing file to server)	User1<2023-11-06 16:48:05>: Uploaded Hello.txt
Message upon successful receipt of the directory list from the server.	Server Directory Hello.txt IMG001.bmp
Message upon successful receipt of the requested file.	File received from Server: Hello.txt

4. Error messages should also be displayed.

Description	Sample Output Script
Message upon unsuccessful connection to the server due to the server not running or incorrect IP and Port combination	Error: Connection to the Server has failed! Please check IP Address and Port Number.
Message upon unsuccessful disconnection to the server due to not currently being connected	Error: Disconnection failed. Please connect to the server first.

Message upon unsuccessful registration of a handle or alias due to registered "handle" or alias already exists	Error: Registration failed. Handle or alias already exists.
Message upon unsuccessful sending of a file that does not exist in the client directory.	Error: File not found.
Message upon unsuccessful fetching of a file that does not exist in the server directory.	Error: File not found in the server.
Message due to command syntax	Error: Command not found.
Message due to incorrect or invalid parameters	Error: Command parameters do not match or is not allowed.

5. Commands from the user, following the identified input commands and parameters, should be able to be received.

Server Application Specifications:

The server application will function as the service or program to which client applications will connect, facilitating interaction among clients in the File Exchange Application.

The rubrics for grading, as well as the demo kit, will be provided (refer to the Demo Kit file). The rubrics will include the breakdown of points for each identified functionality and will also outline the scope for possible bonus points. Your projects will be deployed, tested, and evaluated by your instructor using the submitted server and client application. However, your instructor may also request a project demo. To expedite the scoring process, you will be required to upload a short video (screen recorded) demonstrating all the functions specified in the demo kit (upload to your Google or One Drive DLSU account). The video should not exceed 2 minutes. Please ensure the file sharing access option is enabled and share the link of the file in the submission comment section.

Failure to submit or incomplete submission (where the program is not functioning) will result in a grade of 0.0 for this assessment.

Upon completion of the machine problem, all source code and files used in the project should be archived (.zip). If any special libraries are used for the applications, include a list of those libraries and their respective versions for reference during testing.

Have fun!

To aid you in understanding how to implement a basic client-server chat application, you may use the following tutorials and examples for reference:

- Socket Programming Slides, Socket Programming Tasks
- <https://realpython.com/python-sockets/>
- <https://www.studytonight.com/network-programming-in-python/working-with-tcp-sockets>
- <https://www.studytonight.com/network-programming-in-python/blocking-and-nonblocking-socket-io>
- <https://www.studytonight.com/network-programming-in-python/working-with-udp-sockets>
- <https://tutorialedge.net/python/udp-client-server-python/>
- <https://github.com/ratanak1010/Java-UDP-Chat>
- <https://www.geeksforgeeks.org/working-udp-datagramsockets-java/>