**Assignment 1 – Report**

**Intro:**

We have been tasked with cresting a python file sharing application with the aim of teaching us about basics of protocol design and socket programming for TCP connections. The brief provided to students specifies a client-server architecture and suggests features to add. This is a report summing up the functionality and protocol specification of said application.

**Description of system functionality and features:**

**Server and Client Directories**

Upon starting the client, the user will be prompted to where they would like their files to be stored. If they choose the default directory, all files the client downloads will be stored in the current working directory of the client. Otherwise, the client can specify which directory they would like for their downloaded files to be stored. On the command line interface, the user has the ability to list all the files in their own directory and also list the files in the server directory.

**Uploading and downloading**

Also using the command line interface, the user can both upload files to the server, and download files from the server

As we know, waiting for files to download is never fun. To ease this burden, we have implemented a loading bar to show the progress of file uploads and downloads.

<pic>

**Encryption**

To protect the files as they are being sent between the client and server, this application has implemented end-to-end encryption. In *connection\_manager.py* we have wrapped the socket in an encryption layer, adding encrypt and decrypt functions that make use of a shift cypher. Now if someone intercepts messages being sent between the client and the server, the messages will be unreadable without knowing what the shift key, thus keeping users’ files safe from prying eyes. The key can be specified by a server administrator.

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**Reliable data transfer**

Despite TCP having its own integrated solutions to reliable data transfer, and we have used these

Data storage (server storage file and specifying client directory)

**Checksum**

This system includes a file validation system to check that the files sent are not altered in transit or corrupted.

This is achieved by using a md5 checksum generated in the send methods of both the server and the client. The checksum is then passed as an argument in the header and checked on the other side. In the event of the checksum not matching up, the corrupted or altered file is deleted.

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**File Authorisation**

When uploading a file, the user can specify whether they would like to protect their file behind a password….

**Specification (Protocol design & specification (sequence diagrams & message formats/structure))**

**Key phrases:**

defining the framework of communication

specifying requirements and constraints (i.e. reliability and authentication)

defining the types and structure of messages (three types: commands, data transfer, and control)

communication rules that specify the sequence of messages at every stage of communication

clearly specifying messages and reactions for every communication scenario. You will need to represent such rules with sequence diagrams (at lease two sequence diagrams will be required, one for upload process, and another for download process).

As per the description brief, this application uses Client-Server architecture. Here the server contains all the files and the clients

Reliable Data transfer

Message Header format

Server Sequence diagram

Client Sequence diagram

Gareth: talk about how the client and server take turns

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| **Robust protocol implementation (stress tests)**  This program aims to use effective error catching to make sure the user cannot crash the client or server, being built on the principle of GIGO (garbage in, garbage out), not allowing the server to process anything unless the input matches very specific server commands. If the user inputs an unknown server command, an appropriate error is displayed, then they are prompted to input a new command or input. Because of this (and our effective protocol controlling server and client messages), no input from a client can crash the server, thus the server service is very reliable. |
| File types and sizes?  Extensive error checking list |