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Computer Networks

Documentation for Image Sharing Application

Inside the project, I have two packages. First, is the *imageproject* package and the second is the *serversideimagesharer* package. The first is meant to be the GUI and client side of the application and the second is meant to run the server that will receive the image that will be uploaded via the “send image” button’s handle function.

Inside the ImageProject.java file:

UploadButton.setOnAction(): This function opens a FileChooser dialog window and allows the user to open an image that can be sent to the server. I only had a few images that could be sent(namely one). It only accepts very small images.

StartServerbtn.setOnAction(): This function starts the server loop when clicked. This is the first button that must be clicked before choosing an image to send

Inside the ServerSideImageSharer.java file:

Init(): This function runs the code that initializes the do while loop provided by the professor. In it I’ve commented out the string input code(on lines 66 and 67) to produce an image using the bytetofile function provided by the professor.

Bytetofile(): This function accepts a string name to name a new file that will be produced in the src folder using the byte array provided in the parameter list.

The application starts a server on the user’s command and allows the user to send an image to the server which the produces a file to the src folder as an uploading feature. Afterwards, the server immediately sends it back to the client side which where it’s bytes will be used to produce a distinctly named image of the like in the src folder.

The video is available on YouTube at <https://youtu.be/2jqEXVhD4M4>