

Lab 3.

- Testing:
- put client & server in different folders
 - use different types of files for testing
 - text file that is < 1024 bytes
 - larger image file (~200kb)
 - use scripts to "reset" and execute various tests.

How do I know what command the

client is sending?

CLIENT: "GET file.txt" → UTF-8 encoded string
fixed - can't be anything else

DONT DO THIS:

Client:

s.send("GET".encode())

s.send(filename.encode())

s.recv() to get file size

server

cmd = s.recv(1024).decode()

filename = s.recv(1024).decode()

s.send() filesize

```

print("Sending: GET")
s.send(----)
print("Sending:", filename)
s.send(----)
print("Waiting for file size")
filesize = s.recv(1024)
print("Received:", filesize)

```

```

print("Receiving command")
cmd = s.recv(1024)
print("Received:", cmd)
print("Receiving filename")
filename = s.recv(1024)
print("Received:", filename)
print("Sending file size")
s.send(----)
print("Sent:", x)

```

Using "verbose" flags

python3 client.py -v GET file.txt

↑ verbose flag → print some debug statements

verbose = "-v" in sys.argv

```

if verbose: print("Sending GET")
s.send(----)
if verbose: print("Sent GET")
;

```

-vv → extra info

-vvv → even more

-vvvv → crazy!

verbose = 0

if "-v" in sys.argv: verbose = 1

if "-vv" in sys.argv: verbose = 2

```

:
if verbose >= 1: print("Connected to client at...")
:
if verbose >= 2: print("Sending GET")
s.send(---)
if verbose >= 2: print("Sent GET")
:
:

```

Lab 3 consequences:

```
s.send("READY".encode("utf-8"))
```

```
- - - - -
```

```
ready = s.recv(1024).decode("utf-8")
```

```
while ready != "READY":
```

```
    ready = ready + s.recv(1024).decode("utf-8")
```

— works when size^{or content} of the expected data is known

— but, when it's not (eg the command text in Lab 3), the protocol

SHOULD give you a way of knowing that the data is complete.

1) send expected # bytes previously (eg as a 4-byte unsigned integer)

2) if text data, use a "sentinel" at the end → special character or set of characters that would not appear in actual data
→ most common is `\n`
→ "Line-based protocol"

```
nl = ord("\n") # integer value of new line
```

```
data = s.recv(1024)
```

```
while data[-1] != nl:
```

```
    data = data + s.recv(1024)
```

```
cmd = data.decode("utf-8")
```

— also worry about receiving file data:

```
while #not done:
```

```
    data = s.recv(1024)
```

```
    f.write(data)
```

