file\_upload(pass sockfd,filename)

{

Check whether the file already exists in the server or not

if exists

Print file already exists in server

Enter 1 for OVERWRITE

Enter 0 for NO OVERWRITE

sending the overwrite option over control connection

if(overwrite == 1){

print File successful uploaded to the server

else if error

File not uploaded successfully to the server

Else

No such file

}

void aupload\_files(sockfd,filename){

check whether the file already exists In the server or not

if exists

print file already exists in server

Enter 1 for OVERWRITE

Enter 0 for NO OVERWRITE

sending the overwrite option

if(overwrite == 1){

open file and overwrite filename

else

open file and create

Files with same extension successfully uploaded in the server

If error

Files not upload successfully into the server

else

No such file exists in server

}

void download\_file(pass sockfd,filename)

{

check file name exist or not on server side

if present

Print file exist

else

No such file exists in server

checking the file already exists or not

if exists

file already exists in client

Enter 1 for OVERWRITE

Enter 0 for NO OVERWRITE

if(overwrite == 1){

open file and overwrite filename

else

open file and create

print File successful downloaded in the client

If error

File not downloaded in the client

Else

No such file extension

}

void adownload\_files(sockfd,filename){

checking whether the file already exists or not

if exit‎

print file already exists in client

Enter 1 for OVERWRITE

Enter 0 for NO OVERWRITE

sending the overwrite option to server

if(overwrite == 1){

open file and overwrite filename

}

Else

open file and create

Files with similar extension successfully downloaded from server

If error

Files not downloaded from the server

else

No such file exists in server

}

login(){

Enter username and password from client side

if username and password == valid

print Welcome username,ready to tranfer files

else if loginattempt >maximun\_limit

printlogin attempt reached maximum limits

}

main function(){

create socket

connecting to server

getting the server IP address from the command line input

sending connect request to the server for control connection

calling login function ()

Command choice is displayed on client side by server

Enter command

if cmd == upload

checking whether the file exists or not in the client side

check\_file()

if(file name not present)

print does not exist in client side

else

sending filename to the server

sending the command and data port over the control connection

Calling function file\_upload()

print file sent succesfully

else if cmd == download

sending filename to the server

sending the command and data port over the control connection to server

calling function download\_file()

else if cmd == aupload

going through all the files in the directory

get extension type from client side

Calling function file\_aupload()

sending filenames to the server with all same extension files

else if cmd == adownload

sending file name(extension)

sending command to server

get extension file names from client

Calling function file\_adownload()

sending filenames to the client with all same extension files

else if cmd == QUIT

print Quitting..

else if

Server failed to close connection

else

Try other commands

}