

## Server Access and File transfer

In the current hackathon on the Voice-based Food ordering system, we will deploy the code on the server by placing the trained model from **Google's Colab**. The user id and password for the server login will be provided for each team by the mentors in the lab, for connecting to the server. Please find the steps below to connect to the server. Once you have connected to the server, you will find the files related to the hackathon. If you want to make any changes to the existing files or to add new data you need to use Filezilla and upload them in the corresponding folders.

### Caution:

- You are allowed only to operate on the folder "**Hackathon-setup**". It is neither recommended nor needed to make multiple copies of any of the files or folders.
- Training should only happen in google's colab, Server is strictly meant only for application deployment and team's data collection

Every time you connect to the server, activate the virtual environment with the following command: **source venv/bin/activate** and continue working on it.

## I.Steps to Connect to the Server

### Activate the Server Access

1. Open the terminal (Command Prompt)
2. Login to SSH by typing **ssh (username)@aiml-sandbox1.talentsprint.com**. Give the login username which is given to you.

**Eg:** ssh b14h1gxx@aiml-sandbox1.talentsprint.com

(If it is your first time connecting to the server from this computer, accept the connection by typing "yes".)

3. You will now be prompted to enter your password. Please note that you will not see your cursor moving while typing your password.
4. After logging into SSH, please activate your virtual environment using the command **source venv/bin/activate** and then press enter
5. You can start the server by giving the command **sh runserver.sh** and then press enter, for activating the web application.

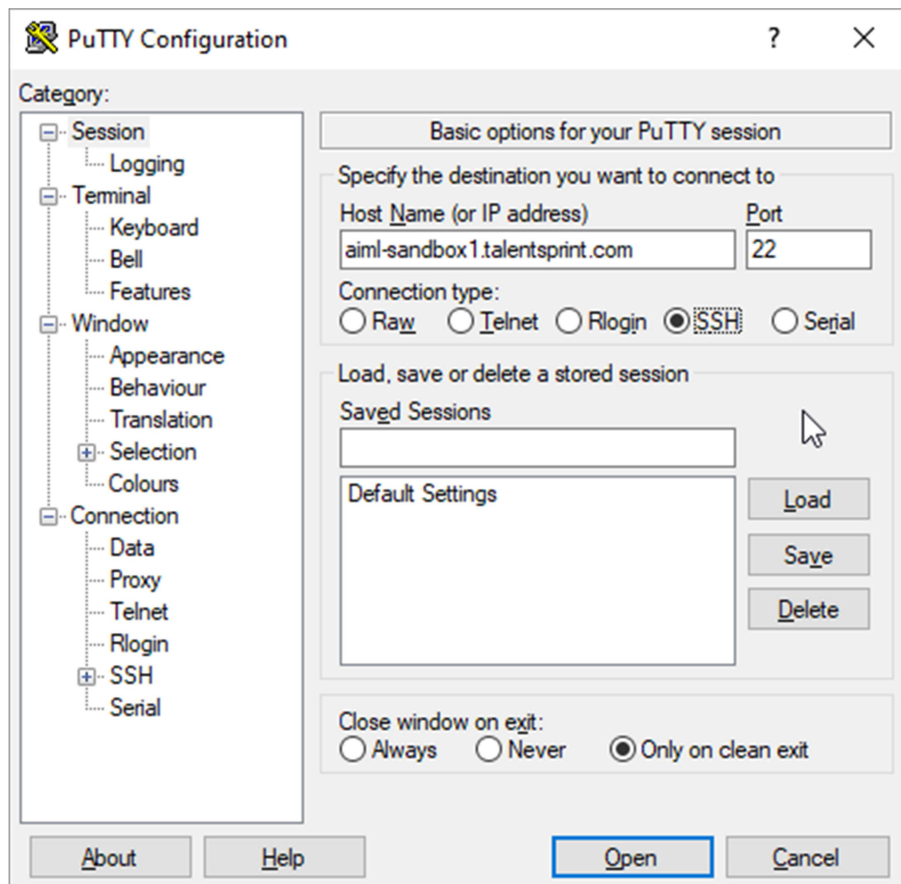
**NOTE:** If the above steps did not work for windows, In that case, follow the below steps.

1. Download & Install PuTTY from <http://www.chiark.greenend.org.uk/~sgtatham/putty/>
2. Enter server connection settings.

**Hostname:** aiml-sandbox1.talentsprint.com

**Port:** 22

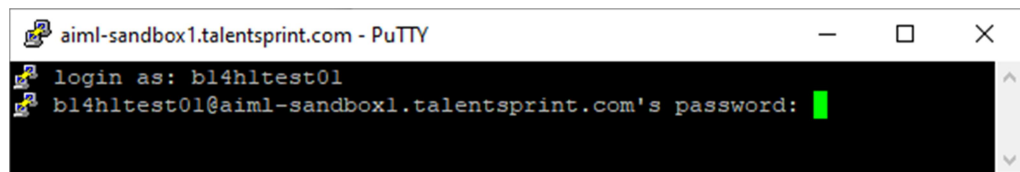
**Connection type:** SSH



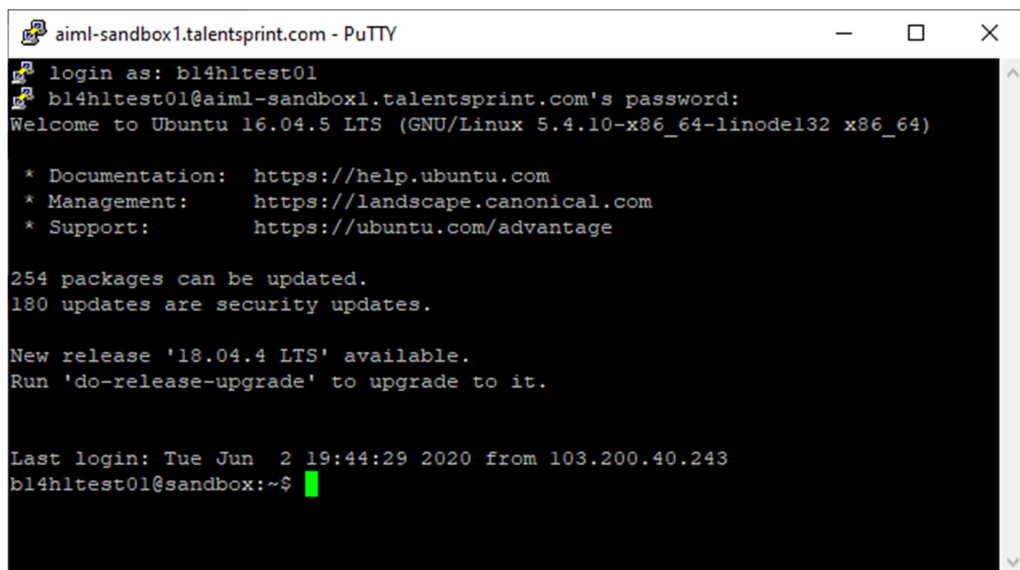
- If this is your first time connecting to the server from your computer, you will see the following output. Accept the connection by clicking on "Yes".



- Once the SSH connection is open, you should see a terminal prompt **asking for your username and password**. Please note that you will not see your cursor moving while typing your password.



- You should see output like below if you are successfully logged in.



6. After logging in to SSH please activate your virtual environment using the command below: **source venv/bin/activate**
7. Now, you can start the server by giving the command **sh runserver.sh** and then press enter.

## Important: Server Activation and Log details

- To order the food ensure that the server is active
- It is recommended to designate the server access to one of your team members because, at a time, only one person can start and keep an active server session (because server uname/pwd is common to the entire team). If you notice that the server is not active ( this can happen in the following cases: 1) Putty session goes to inactive state 2) Internet disconnection 3) Accidental termination of the server program) restart the server to make the session active.
- You can check your log files in the log directory ( **logs** ) in your home (i.e. /home/b14/<yourGroupName>/) directory. The latest logs are written into **logfile.log**. Periodic backups are taken as well, and you'll find files such as **logfile.log.1**, etc in the same directory.

## II.File copy via Filezilla Configuration (Uploading the files in the server)

Once you're connected to the server, follow the below steps for making changes in the server.

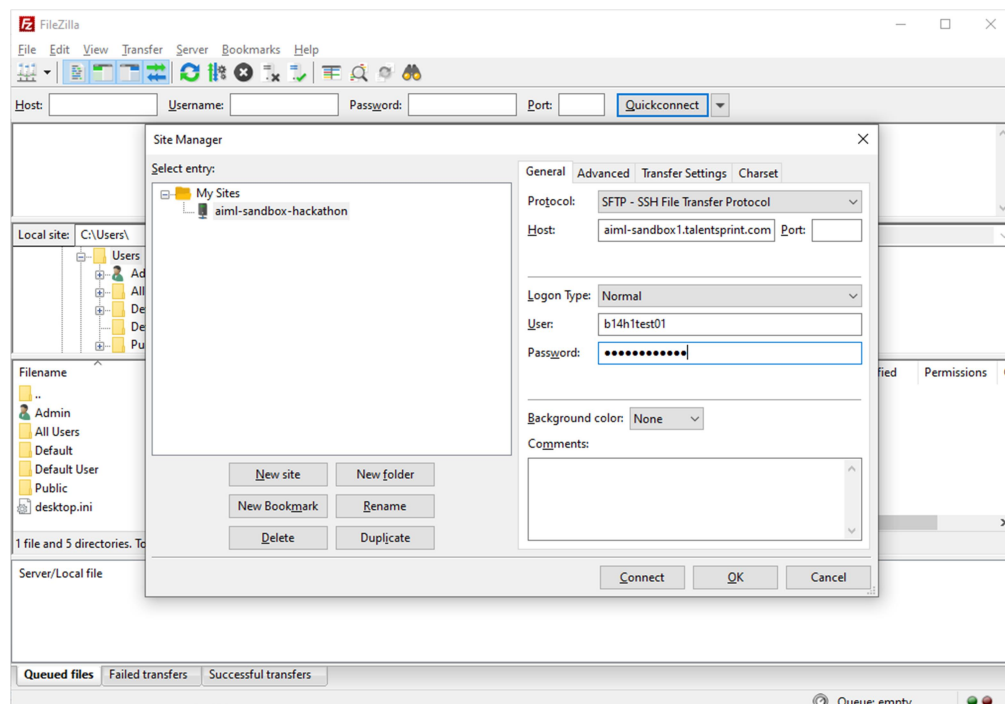
**Installation Steps** (IF FileZilla is not installed in your system, install as mentioned below):

- Install Filezilla in Linux OS: Run the command **sudo apt-get install filezilla** in your terminal (Command Prompt)
- Install Filezilla in Windows OS: Download Filezilla using the below link
  - <https://filezilla-project.org/download.php?type=client>
- Install Filezilla in Mac: Download Filezilla using the below link
  - <https://filezilla-project.org/download.php?platform=osx>

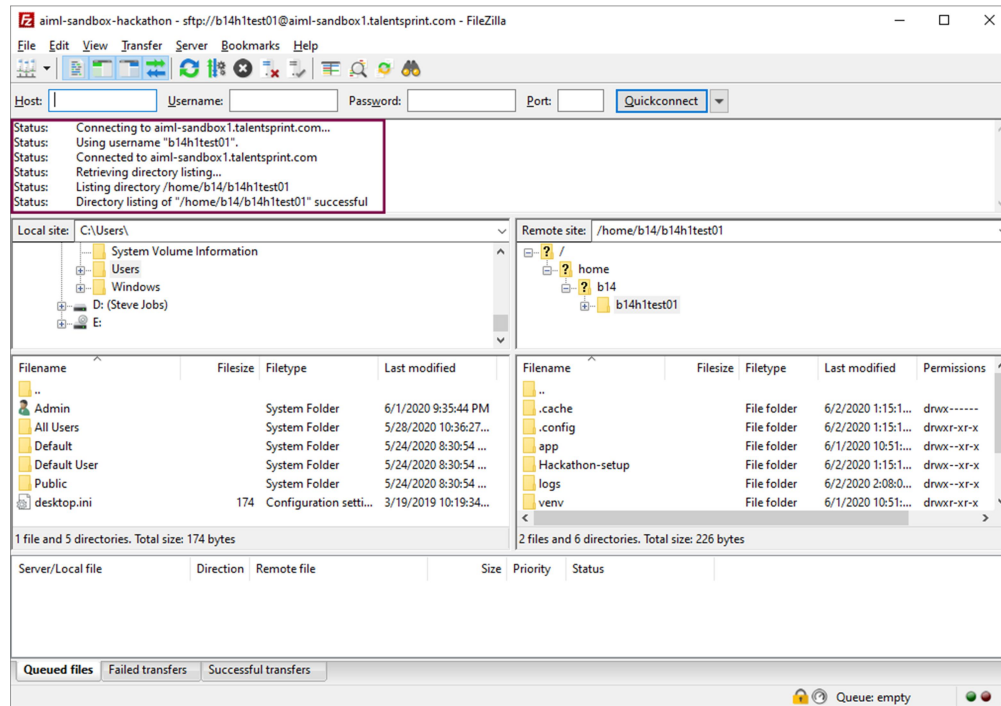
Once you're connected to the server, if you would like to make any changes, then please use the following setup:

## Server configuration in Filezilla:

- Open Filezilla after a successful installation.
- Import the shared **aiml-sandbox-hackathon.xml** file into Filezilla.
  - File → Import
- After importing the aiml-sandbox-hackathon.xml file, open Site Manager and select aiml-sandbox under My Sites in the left panel
  - File → Site Manager
- Change Logon Type to Normal and enter your username and password and click on connect.

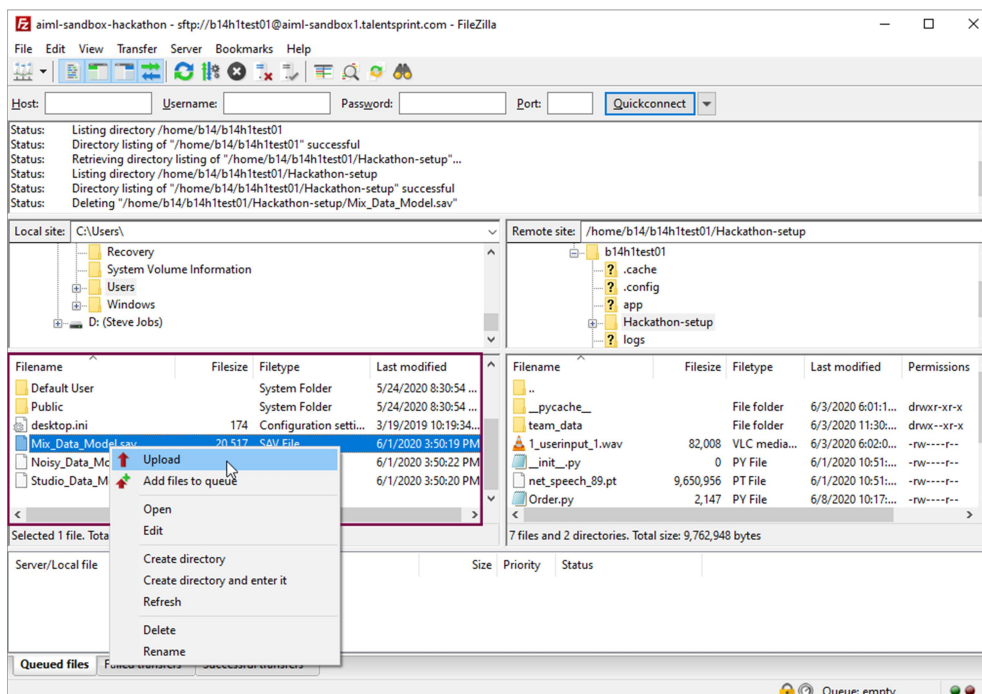


- You will find that login is successful in the highlighted area below:

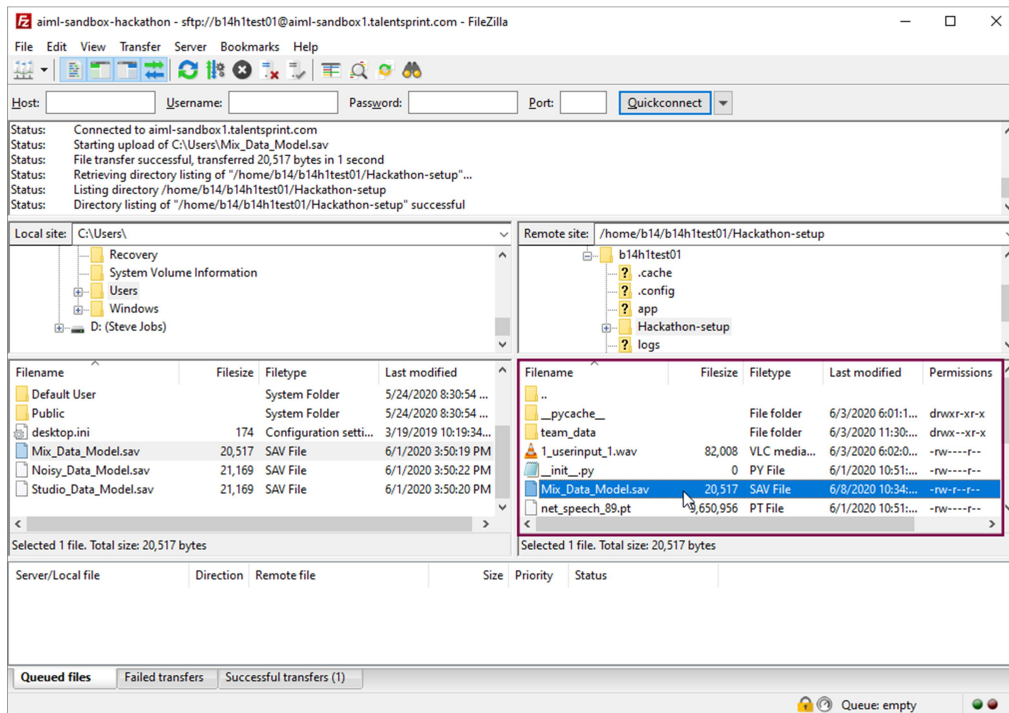


## Uploading files into your folder:

- Select the file to be uploaded, right-click on that file, and select the upload option only to the Hackathon-setup folder.



- Uploaded files will be in the highlighted area (generally right side) below:



Once you're done with the setup, to access the required folders from the server follow the steps given below:

1. Go to terminal or putty
2. Log into the server
3. Activate virtual environment
4. Go to the Hackathon setup directory by running the following command:  
**cd Hackathon-setup**
5. Enter **ls** to see all the files present in your server.