**ASSIGNMENT REPORT**

**Additional Classes and Files Used**

* FileMetaData: POJO is used to store the details about the File.

**How To Run The Program**

* Go to the FileTransferOverUDP and navigate to src.com.udp.file.transfer Package.
* File Updates Required before Running Programs
  + Update sourceFilePath and destinationFilePath with relevant paths (i.e. absolute path in your Machine) in Server.java
  + Update Port Number that is free on your Machine in both Server.java and Client.java (Port number in both files should be same).
  + In order to send different files, you will have to update sourceFilePath every time.
* Start the Server.java file
* Start Client.java file

**Time Taken**

|  |  |
| --- | --- |
| Size of File (in KB) | Time Taken |
| 29 | 16 |
| 42 | 15 |
| 57 | 16 |

**Limitation**

* This Program can send files up to size of 64kb.

**Conclusion**

* File Size can’t exceed datagram size. If one needs to send bigger file, he has to split file before sending.